Characters

Characters

Some adventures are too much for Batman to handle on his own. Luckily he has plenty of friends willing to lend a hand. To make the most of each character, it's important to know his or her vital details.

Alfred Pennyworth

Key Abilities:	None
Cost:	10,000 studs
Unlock Criteria:	The Batcave minikit

Aquaman

Key Abilities:	Super-strength, sink, water jet, explosive attack, sharpshoot
Cost:	100,000 studs
Unlock Criteria:	The Final Battle minikit

Asylum Inmate

Key Abilities:	None
Cost:	3,000 studs
Unlock Criteria:	Arkham Estate minikit

Asylum Patient

Key Abilities:	Acrobat
Cost:	5,000 studs
Unlock Criteria:	Arkham Asylum minikit

Azrael

Key Abilities:	Super-strength, flame gun, glide
Cost:	300,000 studs
Unlock Criteria:	Gotham Metro minikit

Bane

Key Abilities:	Super-strength
Cost:	200,000 studs
Unlock Criteria:	Joker Getaway minikit

Batgirl

Key Abilities:	Hacker, grappling hook, sharpshoot, acrobat, glide
Cost:	100,000 studs
Unlock Criteria:	The Batcave minikit

Batman

Key Abilities:	Grappling hook, sharpshoot, glide
Cost:	None
Unlock Criteria:	None (default character)

Batman (Classic Suit)

Key Abilities:	Grappling hook, sharpshoot, glide
Cost:	100,000 studs
Unlock Criteria:	The Batcave minikit

Batman (Electric Suit)

Key Abilities:	Grappling hook, sharpshoot, glide, electro suit, electricity immunity
Cost:	None
Unlock Criteria:	Complete the Arkham Asylum Story level

Batman (Power Suit)

Key Abilities:	Super-strength, explosive attack, grappling hook, sharpshoot
Cost:	None
Unlock Criteria:	Complete the Joker Getaway Story level

Batman (Sensor Suit)

Key Abilities:	X-ray vision, stealth, hacker, grappling hook, glide
Cost:	None
Unlock Criteria:	Complete the Gotham Theatre Story level

Black Canary

Key Abilities:	Confuse, grappling hook, acrobat
Cost:	100,000 studs
Unlock Criteria:	Juggernaut Chase minikit

Black Mask

Key Abilities:	Explosive attack, grappling hook, sharpshoot
Cost:	50,000 studs
Unlock Criteria:	Ace Chemicals minikit

Brainiac

Key Abilities:	X-ray vision, super-strength, hacker, magnetic walk, mind control, explosive attack, sharpshoot, flight, multiple immunities
Cost:	None
Unlock Criteria:	Complete the LexCorp Lobby JLA bonus mission

Bruce Wayne

Key Abilities:	None
Cost:	20,000 studs
Unlock Criteria:	Gotham Theatre minikit

Captain Boomerang

Key Abilities:	Grappling hook, sharpshoot
Cost:	20,000 studs
Unlock Criteria:	Assault the VTOL minikit

Captain Cold

Key Abilities:	Freeze attack, sharpshoot
Cost:	80,000 studs
Unlock Criteria:	Ace Chemicals minikit

Catwoman

Key Abilities:	Stealth, hacker, acrobat
Cost:	100,000 studs
Unlock Criteria:	Arkham Estate minikit

Clark Kent

Key Abilities:	X-ray vision, super-strength, freeze attack, heat vision, flight, damage immunity
Cost:	20,000 studs
Unlock Criteria:	Ace Chemicals minikit

Clayface

Key Abilities:	Super-strength
Cost:	50,000 studs
Unlock Criteria:	Gotham Metro minikit

Commissioner Gordon

Key Abilities:	None
Cost:	20,000 studs
Unlock Criteria:	Assault the VTOL minikit

Cyborg

Key Abilities:	X-ray vision, super-strength, heat vision, hacker, magnetic walk
Cost:	100,000 studs
Unlock Criteria:	Wayne Industries minikit

Deadshot

Key Abilities:	Stealth, grappling hook, sharpshoot, acrobat
Cost:	80,000 studs
Unlock Criteria:	Brawl at City Hall minikit

Deathstroke

Key Abilities:	Stealth, hacker, acrobat, grappling hook, sharpshoot, acrobat
Cost:	None
Unlock Criteria:	Complete the Gotham Metro JLA bonus mission

Diana Prince

Key Abilities:	Super-strength, regenerate health, acrobat, hover
Cost:	80,000 studs
Unlock Criteria:	Wayne Industries minikit

The Flash

Key Abilities:	Super-speed, fast build, sharpshoot, acrobat
Cost:	300,000 studs
Unlock Criteria:	The Final Battle minikit

Freeze Goon

Key Abilities:	Freeze attack, grappling hook, sharpshoot, freeze immunity
Cost:	3,000 studs
Unlock Criteria:	Ace Chemicals minikit

General Zod

Key Abilities:	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity
Cost:	None
Unlock Criteria:	Complete the LexCorp War Room JLA bonus mission

Green Arrow

Key Abilities:	Stealth, charged shot, sharpshoot, grappling hook, acrobat
Cost:	200,000 studs
Unlock Criteria:	Wayne Industries minikit

Green Lantern

Key Abilities:	X-ray vision, super-strength, green power ring, charged shot, sharpshoot, hover
Cost:	None
Unlock Criteria:	Complete the Wayne Industries Story level

Harley Quinn

Key Abilities:	Sharpshoot, acrobat
Cost:	100,000 studs
Unlock Criteria:	Gotham Theatre minikit

Hawkgirl

Key Abilities:	Super-strength, regenerate health, sharpshoot, hover, multiple immunities
Cost:	200,000 studs
Unlock Criteria:	Robot Sky Battle minikit

Hawkman

Key Abilities:	Super-strength, regenerate health, sharpshoot, hover, multiple immunities
Cost:	100,000 studs
Unlock Criteria:	Brawl at City Hall minikit

Heavy Joker Goon

Key Abilities:	Grappling hook, sharpshoot
Cost:	3,000 studs
Unlock Criteria:	Juggernaut Chase minikit

Huntress

Key Abilities:	Stealth, grappling hook, sharpshoot
Cost:	100,000 studs
Unlock Criteria:	Attack on LexCorp minikit

Hush

Key Abilities:	Sticky bomb, grappling hook, sharpshoot
Cost:	None
Unlock Criteria:	Complete the Gotham Theatre JLA bonus mission

The Joker

Key Abilities:	Sticky bomb, grappling hook, sharpshoot, Joker buzzer
Cost:	500,000 studs
Unlock Criteria:	The Final Battle minikit

The Joker (Tropical)

Key Abilities:	Sticky bomb, grappling hook, sharpshoot, Joker buzzer
Cost:	500,000 studs
Unlock Criteria:	Wayne Industries minikit

Joker Goon

Key Abilities:	Grappling hook, sharpshoot
Cost:	2,500 studs
Unlock Criteria:	Joker Getaway minikit

Katana

Key Abilities:	Stealth, sharpshoot, acrobat
Cost:	80,000 studs
Unlock Criteria:	Juggernaut Chase minikit

Killer Croc

Key Abilities:	Super-strength, sink, toxic immunity
Cost:	100,000 studs
Unlock Criteria:	Gotham Metro minikit

Killer Frost

Key Abilities:	Freeze cannon, sharpshoot, acrobat, freeze immunity
Cost:	80,000 studs
Unlock Criteria:	Arkham Estate minikit

Killer Moth

Key Abilities:	Super-strength, sticky bomb, grappling hook, sharpshoot, hover
Cost:	50,000 studs
Unlock Criteria:	Joker Getaway minikit

Lady Shiva

Key Abilities:	Stealth, grappling hook, sharpshoot, acrobat
Cost:	80,000 studs
Unlock Criteria:	Robot Sky Battle minikit

Lex Luthor

Key Abilities:	Hacker, Deconstructor, grappling hook, sharpshoot
Cost:	500,000 studs
Unlock Criteria:	Attack on LexCorp minikit

LexBot

Key Abilities:	Sink, sharpshoot, multiple immunities
Cost:	5,000 studs
Unlock Criteria:	Juggernaut Chase minikit

LexCorp Heavy

Key Abilities:	Sticky bomb, sharpshoot
Cost:	5,000 studs
Unlock Criteria:	Robot Sky Battle minikit

LexCorp Security

Key Abilities:	Sharpshoot
Cost:	5,000 studs
Unlock Criteria:	Attack on LexCorp minikit

Lois Lane

Key Abilities:	Pepper spray, acrobat
Cost:	10,000 studs
Unlock Criteria:	Attack on LexCorp minikit

Lucius Fox

Key Abilities:	Hacker, sticky bomb
Cost:	10,000 studs
Unlock Criteria:	Brawl at City Hall minikit

Mad Hatter

Key Abilities:	Mind control, sharpshoot
Cost:	60,000 studs
Unlock Criteria:	Arkham Asylum minikit

Man-Bat

Key Abilities:	Super-strength, confuse, hover
Cost:	80,000 studs
Unlock Criteria:	Gotham Metro minikit

Martian Manhunter

Key Abilities:	X-ray vision, super-strength, mind control, regenerate health, heat vision, hover, multiple immunities
Cost:	200,000 studs
Unlock Criteria:	The Final Battle minikit

Mr. Freeze

Key Abilities:	Super-strength, hacker, freeze cannon, sharpshoot, freeze immunity
Cost:	100,000 studs
Unlock Criteria:	Arkham Asylum minikit

Mr. Zsasz

Key Abilities:	Stealth, hacker, grappling hook
Cost:	80,000 studs
Unlock Criteria:	Arkham Asylum minikit

Nightwing

Key Abilities:	Stealth, hacker, grappling hook, sharpshoot, acrobat
Cost:	300,000 studs
Unlock Criteria:	The Batcave minikit

The Penguin

Key Abilities:	Penguin bomb, sharpshoot, glide
Cost:	100,000 studs
Unlock Criteria:	Gotham Theatre minikit

Poison Ivy

Key Abilities:	Plant control, mind control, acrobat, toxic immunity
Cost:	100,000 studs
Unlock Criteria:	Arkham Estate minikit

Poison Ivy Goon

Key Abilities:	Plant control, toxic immunity
Cost:	3,000 studs
Unlock Criteria:	The Batcave minikit

Ras Al Ghul

Key Abilities:	Stealth, regenerate health, sharpshoot, acrobat
Cost:	150,000 studs
Unlock Criteria:	Robot Sky Battle minikit

Red Hood

Key Abilities:	Hacker, sticky bomb, grappling hook, sharpshoot, acrobat
Cost:	200,000 studs
Unlock Criteria:	Brawl at City Hall minikit

Red Robin

Key Abilities:	Hacker, grappling hook, sharpshoot, acrobat
Cost:	200,000 studs
Unlock Criteria:	Brawl at City Hall minikit

The Riddler

Key Abilities:	Hacker, confuse, grappling hook, sharpshoot
Cost:	100,000 studs
Unlock Criteria:	Gotham Theatre minikit

Riddler Goon

Key Abilities:	Grappling hook, sharpshoot
Cost:	2,500 studs
Unlock Criteria:	Gotham Theatre minikit

Robin

Key Abilities:	Hacker, grappling hook, sharpshoot, acrobat
Cost:	None
Unlock Criteria:	None (default character)

Robin (Classic Suit)

Key Abilities:	Hacker, grappling hook, sharpshoot, acrobat
Cost:	80,000 studs
Unlock Criteria:	Joker Getaway minikit

Robin (Hazard Suit)

Key Abilities:	Hacker, liquid cannon, sink, grappling hook, sharpshoot, toxic immunity
Cost:	None
Unlock Criteria:	Complete the Arkham Estate Story level

Robin (Ice Suit)

Key Abilities:	Hacker, freeze cannon, grappling hook, sharpshoot, freeze immunity
Cost:	None
Unlock Criteria:	Complete the Arkham Asylum Story level

Robin (Magnet Suit)

Key Abilities:	Hacker, magnetic walk, stud magnet, grappling hook, sharpshoot
Cost:	None
Unlock Criteria:	Complete the Joker Getaway Story level

Scarecrow

Key Abilities:	Mind control, toxic immunity
Cost:	100,000 studs
Unlock Criteria:	Arkham Asylum minikit

Scarecrow Goon

Key Abilities:	Sharpshoot
Cost:	5,000 studs
Unlock Criteria:	Gotham Metro minikit

Shazam

Key Abilities:	Super-strenth, flight, damage immunity
Cost:	100,000 studs
Unlock Criteria:	Assault the VTOL minikit

Sinestro

Key Abilities:	X-ray vision, super-strength, regenerate health, sharpshoot, hover
Cost:	None
Unlock Criteria:	Complete the Arkham Nightmare JLA bonus mission

Superboy

Key Abilities:	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity
Cost:	150,000 studs
Unlock Criteria:	Attack on LexCorp minikit

Supergirl

Key Abilities:	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity
Cost:	150,000 studs
Unlock Criteria:	Robot Sky Battle minikit

Superman

Key Abilities:	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity
Cost:	None
Unlock Criteria:	Complete the Ace Chemicals Story level

Talia Al Ghul

Key Abilities:	Stealth, regenerate health, sharpshoot, acrobat
Cost:	100,000 studs
Unlock Criteria:	Assault the VTOL minikit

Tim Drake

Key Abilities:	Hacker, acrobat
Cost:	20,000 studs
Unlock Criteria:	Joker Getaway minikit

Two-Face

Key Abilities:	Sticky bomb, grappling hook, sharpshoot
Cost:	100,000 studs
Unlock Criteria:	Juggernaut Chase minikit

Two-Face (Classic)

Key Abilities:	Sticky bomb, grappling hook, sharpshoot
Cost:	150,000 studs
Unlock Criteria:	Wayne Industries minikit

Two-Face Goon

Key Abilities:	Sticky bomb, grappling hook, sharpshoot
Cost:	2,500 studs
Unlock Criteria:	Arkham Estate minikit

Vicki Vale

Key Abilities:	Pepper spray, acrobat
Cost:	10,000 studs
Unlock Criteria:	Ace Chemicals minikit

Vixen

Key Abilities:	Stealth, super-strength, whip, acrobat
Cost:	80,000 studs
Unlock Criteria:	Assault the VTOL minikit

Wonder Woman

Key Abilities:	Super-strength, regenerate health, lasso, sharpshoot, acrobat, hover
Cost:	100,000 studs
Unlock Criteria:	The Final Battle minikit

Custom Character Ability Packs

As you unlock new characters, you'll gain access to special ability packs. When you create a custom character, these packs offer alternatives to existing ability combinations.

Ability Packs

Name	Unlock Criteria
Hazard	Unlock Green Lantern
Demolition	Unlock Bane
Speedster	Unlock Nightwing and The Flash
Ninja	Unlock Nightwing and Deathstroke
Archery	Unlock Green Arrow and Black Canary
Justice	Unlock Green Lantern
Brawler	Unlock Green Lantern, Commissioner Gordon, and the Joker

Justice League Bonus Missions

Arkham Nightmare

Arkham Nightmare

Round 1: Hawkgirl

In the first round, Hawkgirl must defeat a group of asylum inmates and patients. Throw the inmates at nearby enemies. Use ground-pound attacks to stun the Arkham patients before you attempt to grab them.

Tip

Remember that Hawkgirl can regenerate lost hearts. If you take damage, fly around the room to avoid enemy attacks until you recover your health.

Round 2: Wonder Woman

During the second round, you must defeat Scarecrow goons and spiders. Use any combination of melee strikes and ground-pound attacks to clear the room.

Tip

Allow any lost hearts to regenerate before you end the round.

Round 3: Black Canary

The third round is very similar to the first round. Perform ground-pound attacks to stun asylum patients, and use throws to defeat all vulnerable enemies.

Round 4: Martian Manhunter

During the fourth round, throw each of the thermal goons while you avoid the flame jets. Stay away from the glowing spots scattered around the room, and deal with the goons as quickly as possible.

Round 5: Shazam

In the fifth round, use throws and takedowns to defeat a group of Arkham prisoners.

Round 6: Superman

During the sixth round, Superman must defeat a group of Scarecrow goons while two giant pieces of Kryptonite roam around the area. When the round starts, lead the goons toward the back wall.

Fight the Scarecrow goons on the steps. This should keep you safe from the Kryptonite until the end of the round.

Round 7: Batman

During the seventh round, Batman must defeat a group of Jokers and a living chandelier. Run around the room until a reticle appears on the floor, then draw your attackers to it.

Dart away before the chandelier drops down from the ceiling. When it snaps shut, it takes out any nearby enemies. Run in and deliver a few melee strikes before the chandelier resets. Repeat the process until you complete the round.

Round 8: Green Lantern

When the final round starts, Green Lantern must defeat a group of spiders. Use ground-pound attacks to wear down the entire group, or fly across the room and pelt the spiders with energy bolts.

When you defeat the last spider, some Scarecrow goons appear and two pillars spring to life. Avoid the goons until a reticle appears on the ground, then lead them to the indicated spot.

Jump away from the reticle before the pillar slams down. The impact clears out the goons and temporarily incapacitates the pillar. Take this opportunity to land some melee attacks until the pillar recovers. Repeat the process until you defeat both pillars.

After you defeat the pillars, grab the studs on the floor. When you're ready, use the action reticle to complete the mission and return to the Batcave.

Note

When you complete the Arkham Nightmare bonus mission, Sinestro becomes available for Free Play.

Justice League Bonus Missions

Gotham Metro

Gotham Metro

Round 1: Green Arrow

During the first round, many of the goons use ranged attacks. Throw enemies at other enemies to interrupt their attacks as you clear out the area. Use Green Arrow's stealth ability to sneak up on particularly troublesome enemies.

When the spiders appear, use ranged attacks to pick off distant enemies. Once they're in melee range, use a ground-pound (jump into the air and tap the Attack button) to stun all nearby enemies. This attack also delivers a small amount of damage to each affected spider. Perform additional ground-pound attacks until all of the spiders have been destroyed.

Tip

If you sharpshoot the target on the back wall, a train speeds through the area. When it does, it destroys anything it hits.

Round 2: Wonder Woman

In the second round, you must avoid the puddles of toxic waste while you deal with Poison Ivy's goons. Each time you take damage, fly around the area until Wonder Woman regenerates the lost hearts.

Caution

If you step in a toxic puddle, you lose all of your hearts!

Round 3: Aquaman

During the third round, avoid the toxic puddles and defeat the goons. Once again, it's best to simply throw the nearest goons at the other attackers.

Nintendo 3DS and PlayStation Vita Strategy

After defeating Poison Ivy's goons, use Aquaman's water jet ability to clean up the puddles of toxic waste. The puddle in the top right corner is concealing some bricks!

Build these bricks into a set of strength handles. Use the handles to tear a hole in the wall and proceed through it to find the next suit signal.

Round 4: Black Canary

During the fourth round, you must dodge The flowers projectile attacks while you deal with spiders and asylum patients. The flowers pose the greatest danger, so focus on avoiding their attacks. Move around the area to use your attackers as cover. Once you're able to sense The flowers timing, you can double jump over their attacks.

When enemies get too close, stun them with a ground-pound. The asylum patients are also vulnerable to Black Canary's cry.

Caution

Asylum patients lunge at you whenever they get within range. Don't let these enemies get too close!

Round 5: Green Lantern

In the fifth round, you must dodge The flowers projectile attacks while you deal with thermal goons and LexBots. Grab thermal goons and throw them at surrounding enemies. Perform a ground-pound each time a heavy LexBot gets close.

Combat is much easier if you don't have to worry about flowers. Target a flower, then wait for the petals to open. Sharpshoot the core to destroy the flower, then fly around the area while you regenerate any hearts you lost in the attempt.

Nintendo 3DS and PlayStation Vita Strategy

After all the goons are defeated, the subway gates to the right open up. If you haven't destroyed the red flowers, do this before stepping through the gates to get some extra studs. Once you're ready, step through the gates to find the suit signal to start the next round.

Tip

Don't end the round until you regenerate all of your hearts!

Round 6: Superman

In the sixth round, Superman must defeat a series of thermal goons, LexBots, and heavy Lexbots. Heavy LexBots, which can be identified by their dark-colored torsos, emit Kryptonite radiation. Thermal goons are immune to Superman's heat vision and freeze breath. Each time a thermal goon appears, throw it at one of the LexBots.

Tip

Before you grab a thermal goon, draw the LexBots away from the area.

After you clear out the last thermal goon, turn your attention to the LexBots. Stun these enemies with ground-pounds, or use melee strikes to chip away at their health.

Round 7: The Flash

During the seventh round, throw the thermal goons at their cronies. With The Flash's super-speed, you should be able to clear out the enemies as they appear.

Round 8: Batman (Sensor Suit)

In the final round, you must defeat a group of asylum inmates and face off against Mr. Zsasz. When the round starts, use standard tactics to clear out the inmates. Throw the enemies at other enemies until Mr. Zsasz appears.

Mr. Zsasz is accompanied by two asylum patients. Activate the Sensor Suit's stealth mode and sneak up to Mr. Zsasz, then surprise him with a flurry of melee strikes. When Zsasz takes enough damage, he vanishes in a puff of smoke. Reactivate your stealth ability before the asylum patients attack.

Tip

It's best to focus on Mr. Zsasz. Each time you defeat an asylum patient, a new one takes the first one's place.

Keep the stealth mode active while you search the area for Mr. Zsasz. Use the indicator above Batman's head to help pinpoint the villain's location.

When you find him, surprise Mr. Zsasz with another melee combination. Repeat the process until he's incapacitated.

When you defeat Mr. Zsasz, the asylum patients disappear. Collect any studs in the area, then step onto the action reticle to return to the Batcave.

Note

When you complete the Gotham Metro bonus mission, Deathstroke becomes available for Free Play.

Gotham Theatre

Round 1: Batman

During the first round, you just have to deal with standard goons. Grab enemies for quick takedowns and throws.

Tip

It's usually best to throw enemies at nearby attackers. If the impact occurs as the attacker is winding up for a punch, you defeat both enemies with a single blow!

Round 2: Hawkman

The second round introduces heavy goons into the mix. Use thrown enemies or ground-pounds (jump into the air and tap the Attack button) to stun heavy goons, then take them down before they recover.

Hawkman can regenerate lost hearts. If you start to take damage, fly around the area while you wait for your hearts to refill. This not only makes it much easier to dodge ranged attacks, it also gives you a chance to grab the floating studs.

Round 3: Wonder Woman

In the third round, goons use Joker balloons to float around the area. Use Wonder Woman's tiara to sharpshoot at least one of the goons out of the air. While the sharpshoot reticle is visible, Wonder Woman is able to dodge incoming projectiles. This can be very useful, but it also interrupts the sharpshoot ability. Try to throw the tiara as soon as you lock onto a target.

Each time you sharpshoot a goon, throw him at a floating enemy. Wonder Woman also has the ability to regenerate hearts. Whenever you take damage, fly around the area to buy time while you recover.

When you defeat all the enemies, a Joker box appears in the center of the room. Hop into the box to drop down to the next area.

Round 4: Superman

Superman's damage immunity makes this a very easy round. Throw nearby goons at distant enemies, or use Superman's freeze breath and heat vision to clear the area.

Round 5: Batman (Power Suit)

The fifth round brings penguin bombs and freeze goons into the fight. The penguin bombs make it very dangerous to stop moving. Throw the goons at their fellow goons to interrupt their ranged attacks, then get moving before the penguin bombs catch up to you.

Quick-fire Batman's sticky bombs (tap the Action button) to attack a target in front of you. It's hard to predict what will happen when your target panics, but the explosion could take out multiple enemies.

Round 6: The Flash

The sixth round combines goons, heavy goons, and penguin bombs. Use The Flash's fast move ability to sharpshoot the heavy goons, then throw them while they're stunned.

As you deal with the enemies, keep an eye out for penguin bombs. Use The Flash's super-speed to escape from dangerous situations.

When you defeat all the enemies, the doors to the right open. Head into the adjoining room to find the next character signal.

Round 7: Green Arrow

In the seventh round, Green Arrow must take care of two Joker turrets at the same time. The silver LEGO pillars provide some cover, but the turrets don't leave much room for error. It's best to jump each time the turrets fire in case one of the attacks scrapes past the pillar.

Tap the Attack button to ready Green Arrow's bow, then tap it again to quick-fire an arrow. Stop moving just long enough to take a shot, then run back to cover. Shuffle back and forth between the pillars and shoot the turrets until you defeat them.

Round 8: Transition

When you finish the seventh round, an action reticle appears in the center of the room. To complete the mission, simply use the reticle to transition back to the Batcave.

Note

When you complete the Gotham Theatre bonus mission, Hush becomes available for Free Play.

Justice League Bonus Missions

Lexcorp Lobby

LexCorp Lobby

Round 1: Martian Manhunter

When the first round starts, LexBots emerge from four enemy spawners. Draw the LexBots to the center of the room. Use Martian Manhunter's hover ability to stay out of reach.

Perform a ground-pound to stun the entire group, then throw one of the LexBots at a nearby enemy. Alternate between ground-pound attacks and throws. As new enemies emerge from the spawners, use the hover ability to safely lure them to the center of the room.

Round 2: Wonder Woman

In the second round, Wonder Woman must clear the flying LexBots out of the area. Use her tiara to sharpshoot one of the LexBots out of the air, then follow up with a ground-pound attack.

Grab the stunned enemy and use it to knock its partner out of the air. Repeat the process as new LexBots arrive. Whenever you take damage, fly around the room and allow your hearts to regenerate.

Round 3: Hawkgirl

In the third round, a container appears in the center of the room. Use throws and takedowns to clear out the thermal goons, but keep an eye on the container.

When the container opens, a beam sweeps around the room. Use Hawkgirl's hover ability to fly above the beam, then circle the room to dodge the thermal goons' ranged attacks. When the container slams shut, drop down and resume combat.

Repeat the process until you defeat all the thermal goons. When you're ready, use the elevator on the back wall to reach the next area.

Round 4: Cyborg

In the fourth round, Cyborg must overcome some serious firepower. As soon as the round starts, run toward the bottom of the screen and face left. Use Cyborg's beam to destroy the helicopter's gold LEGO visor.

Caution

As you attempt to destroy the visor, keep an eye on the helicopter's gun. If the helicopter manages to target you, be prepared to dodge its attack.

After you destroy the first helicopter, deal with the helicopter to the right. Allow the gun to lock on to you, then dive toward the background before it fires. Stay clear of the beam until the helicopter stops firing.

As the gun powers down, run in front of the helicopter and use your eye laser to destroy its gold LEGO visor. If you move quickly, you should disable the helicopter before it can reactivate its weapon.

Run back to the left to find a newly arrived helicopter. Use Cyborg's eye laser to destroy its gold LEGO visor.

Tip

Remember that Cyborg's laser needs a clear path to its target. It's very difficult to hit a visor when you're not standing in front of the helicopter!

Round 5: Green Lantern

When the fifth round starts, another container appears in the center of the room. When this container opens, two beams sweep through the room. These beams are active for the duration of the round, so you must dodge them as you deal with the thermal goons.

The beams are staggered, but they move in unison. Stay on the ground to let the first beam pass over your head, then jump over the second beam. Each time you do this, try to take down at least one goon before the beams return. Repeat the process until the round ends.

Tip

If you take damage, focus on dodging the beams until your hearts regenerate.

Round 6: The Flash

During the sixth round, The Flash must defeat a group of LexBots. When the battle starts, use The Flash's super-speed to dodge the LexBots' attacks.

Circle around the perimeter and hit one of the LexBots with a flurry of melee strikes. Try to position yourself so that your target blocks any incoming fire. After you defeat the LexBot, reactivate The Flash's super-speed and circle the area again. Repeat the process to defeat each enemy.

When the room is clear, use the elevator on the back wall to reach the next area.

Round 7: Batman (Power Suit)

During the seventh round, Batman uses his Power Suit to defeat the receptionist's robot. When the round starts, run toward the bottom of the screen. The robot fires explosive projectiles. As you dodge each shot, leave enough space to avoid the splash damage.

When the robot stops shooting, a panel on its chest opens to reveal a target. Use a Batarang to sharpshoot the target, then run toward the robot.

Jump onto the desk and use the strength handles to rip one of the robot's arms off. Run toward the bottom of the screen before the robot recovers.

Repeat the process to destroy the robot's other arm. Dodge its explosive projectiles, sharpshoot its exposed target, then hop onto the desk and grab the strength handles.

After you remove both of its arms, the robot spins around. Move onto the action reticle and latch onto the grapple handle.

When you remove the robot's rear panel, a silver LEGO core is exposed. Use one of Batman's sticky bombs to destroy the core and defeat the robot.

Round 8: Superman

In the final round, LexCorp security guards attempt to stop Superman. Since there's no Kryptonite in the area, you're free to use any tactics you please. Use Superman's freeze breath and heat vision, or simply grab the nearest enemies and throw them at other attackers.

Nintendo 3DS and PlayStation Vita Strategy

Once all of the LexCorp guards are defeated, a brief cinematic begins. It's Brainiac! The villain has taken control of Lex Luthor's mechanical armor and is out to stop the Justice League.

You won't go into this alone, though, because the Justice League joins the fight! Select a hero with heat vision and target the diabolical machine's gold visor. Be careful to dodge the barrage of laser blasts that Brainiac fires before you fire back.

When his gold visor is destroyed, Brainiac shields himself with a silver visor. Switch your hero for either Green Lantern or Batman equipped with his Power Suit. Dodge the monstrosity's lasers again and destroy the silver visor with a charged blast or a sticky bomb.

After his silver visor is destroyed, the villain reequips a gold visor. Use heat vision and destroy it.

Brainiac hides behind a silver visor once again, in his futile attempt to stop the Justice League. Destroy the silver visor to make Brainiac flee!

After Brainiac's retreat, an action reticle appears on the ground. Stand on it and press the Action button to complete the mission.

Defeat all the enemies to complete the mission and return to the Batcave.

Note

When you complete the LexCorp Lobby bonus mission, Brainiac becomes available for Free Play.

Justice League Bonus Missions

Lexcorp War Room

LexCorp War Room

Round 1: Batman (Electric Suit)

During the first round, Batman is immune to the area's electrical hazards. Throw nearby goons at distant attackers until the character signal appears.

Tip

Use thrown enemies to knock nearby goons into electrical hazards.

Round 2: Hawkman

When the second round starts, a fifth conductor appears in the center of the room. As you deal with the goons and heavy goons, watch the lights in the background.

One by one, the lights switch from red to green. When all the lights turn green, an electrical current jumps from the central conductor to the back right corner of the area. Anything caught in its path is destroyed. After a few seconds, the lights reset and begin a new countdown.

Use standard tactics to deal with each enemy, but keep an eye on the lights as they count down to the next electrical surge. At the end of each countdown, the electrical current jumps to a new corner of the room. This hazard moves in a clockwise direction—the second current jumps from the central conductor to the room's front right corner, the third jumps to the front left corner, and so on.

As long as you avoid electrocution, Hawkman's ability to regenerate lost hearts should keep you fairly healthy. Use a ground-pound followed by a throw to deal with more troublesome enemies.

Round 3: The Flash

In the third round, The Flash must survive a room full of electrified floor panels. The panels are activated by The Flash's weight, so use his super-speed to stay ahead of danger. Run around the perimeter and avoid stepping on any active panels. Once again, a row of lights is used to indicate a countdown.

Over time, the red lights near the electrified panels turn green. When all the lights are green, the barrier deactivates. When you're ready, head through the hole in the back wall.

Round 4: Wonder Woman

During the fourth round, Wonder Woman faces off against flying LexBots. Use her tiara to sharpshoot one of the LexBots out of the air, then perform a quick ground-pound and throw the stunned LexBot at the next enemy.

Take the time to regenerate lost hearts each time you take damage. The LexBots' energy bolts can be difficult to outrun. You never know when an unseen enemy will surprise you with a sudden attack, so try to keep your health topped off.

Avoid positioning yourself between two enemies. Stay near the edge of the area and use Wonder Woman's sharpshoot ability to pick the LexBots out of the air, then clear them out of the area.

Tip

Remember that characters with the sharpshoot ability can dodge incoming projectiles while the targeting reticle is active.

Round 5: Superman

When the fifth round starts, containers of Kryptonite emerge from the floor. Move toward the bottom of the screen to minimize the risk of Kryptonite exposure. Wait for a LexBot to approach, then perform a ground-pound followed by a takedown or throw. Repeat the process for any LexBots that wander into the foreground.

Tip

If you stay away from the Kryptonite, Superman's damage immunity renders enemy attacks harmless.

Use Superman's heat vision to take out the LexBots in the background. Combine this attack with the hover ability to target distant enemies without approaching the Kryptonite.

Round 6: Martian Manhunter

In the sixth round, a laser wall sweeps across the room at regular intervals. As you clear out the thermal goons, watch the lights near the blue beams. When all of the lights turn green, use Martian Manhunter's hover ability to fly out of danger. The beams sweep to the left, then they head back to the right. Keep hovering until the beam wall returns to its original position.

Try to defeat at least one enemy during each countdown, but make sure you dodge the beam wall when it passes through the area. After you clear out the thermal goons, head through the door on the back wall.

Defeat the freeze goon in the next area, then step onto the character signal to start the next round.

Round 7: Batman (Electric Suit)

During the seventh round, you must defeat Mr. Freeze and one of his goons. Deal with the goon first, then attack Mr. Freeze with melee combinations. Circle your enemy to avoid his freeze cannon as you chip away his health.

Nintendo 3DS and PlayStation Vita Strategy

The seventh round requires you to fight Mr. Freeze. Be on guard, because he's not alone in this fight. Engage the goons only when they're nearby, as it is easy to get caught by Mr. Freeze's freeze cannon when going toe-to-toe with a goon. Keep moving and focus all of your attacks on Mr. Freeze to end this fight quickly!

If you get caught in a freeze attack, tap the Action button until you break free. Continue your melee attacks until Mr. Freeze collapses.

Round 8: Transition

After you defeat Mr. Freeze, enter his chamber and use the action reticle to return to the Batcave.

Note

When you complete the LexCorp War Room bonus mission, General Zod becomes available for Free Play.

Justice League Bonus Missions

Overview

Overview

After you complete the game's story mode, you gain access to the Justice League bonus missions. Use the computer terminal on the Batcopter platform to select one of five available missions.

During each bonus mission, you must use the provided characters to survive a series of challenges. Although most of these challenges involve combat, some rounds focus on negotiating environmental hazards or simply travelling to a new area.

You start each mission with a gold trophy rating. Each time you lose all of your hearts, your trophy rating suffers. If you take enough damage, your trophy rating will drop down to silver and, eventually, bronze. It's best to avoid taking damage, but it's often possible to recover lost hearts. Breakable objects occasionally contain hearts, and many characters have the ability to regenerate health.

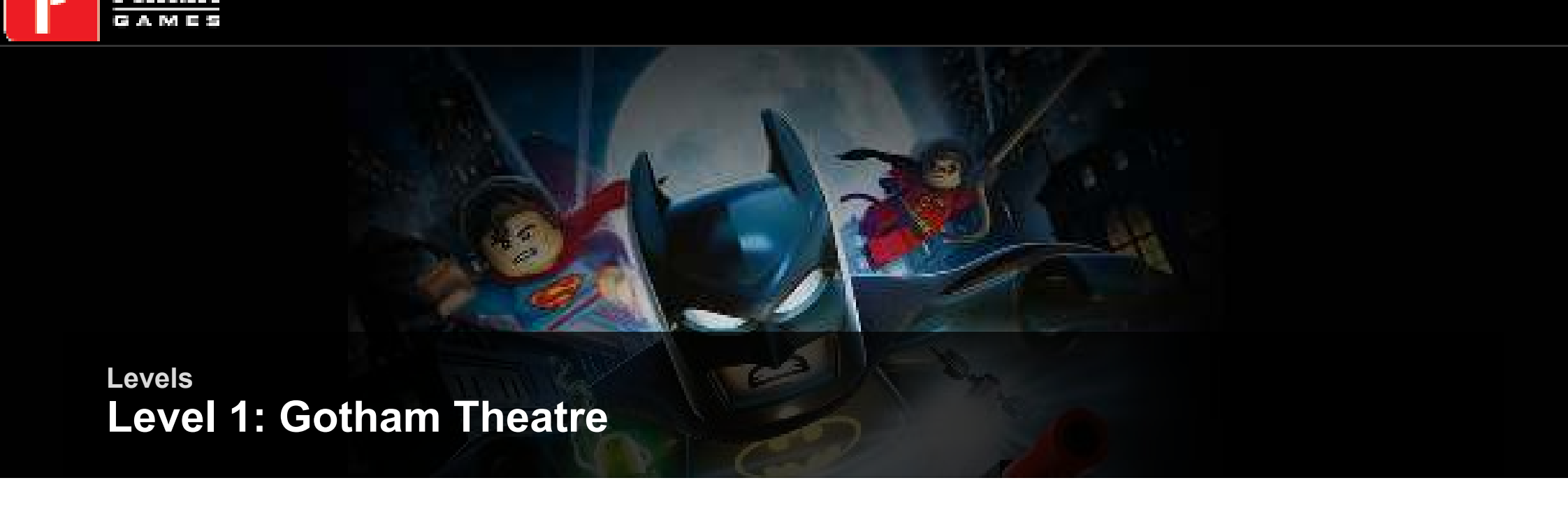
Tip

A silver trophy rating doubles the studs you earned during the mission. A gold trophy rating triples your stud reward!

Each bonus mission is divided into eight rounds. When a character signal appears, use it to switch characters and begin the next round. Complete all eight rounds to collect your trophy and return to the Batcave.

Note

All extras are disabled during bonus missions.



Levels

Level 1: Gotham Theatre

Story Characters

True Hero Stud Requirement:	
Story	**Free Play**
DS: 35,000	DS: 40,000
3DS/PS Vita: 40,000	3DS/PS Vita: 50,000

Stage Collectibles

Item	Mode	Notes
Soundbite #1 - Bane	Story	Smash the harp on the in front of the stage.
Red Brick: ×4 Stud Multiplier	Free Play	Use explosive attacks to destroy the four silver LEGO tables near the Batboat.
Minikit: The Penguin	Free Play	Use Green Lantern to transform the drums in the music room. Have Poison Ivy clear the vines in the hidden area, then transform the statue into a switch.
Minikit: The Riddler	Free Play	Use a character with super-strength to destroy the bars past the music room, then smash the crates in the enclosure.
Minikit: Harley Quinn	Free Play	Use a character with heat vision to cut through the red LEGO wall near the security camera.
Minikit: Riddler Goon	Free Play	Use any character with a freeze attack to freeze the LEGO waterfall near the lobby entrance. Climb up and break the flowerpot on the balcony.
Minikit: Bruce Wayne	Free Play	Use Lex Luthor's Deconstructor to destroy the black LEGO padlock in the lobby, then use an acrobat character to slip through the chute.

Objective 1: Defeat Harley Quinn

Three of Gotham's most prolific villains have crashed a prestigious award ceremony, robbed its well-to-do attendees, and escaped through a trap door in the stage. Before Batman and Robin can bring them to justice, however, they'll have to get past Harley Quinn. After the cinematic, move left and take care of the first group of thugs.

Soundbite #1 - Bane

As you clear out the Joker's henchmen, look for the black-and-red harp on the left side of the room, just in front of the stage.

Smash the harp and to find this level's soundbite.

After you collect this item, Soundbite #1 - Bane can be purchased for 1,000 studs.

Harley Quinn stays hidden until you defeat 15 of the Joker's goons. Circle the area in front of the stage and clear out the first 10 enemies. Before you head onto the stage, sweep the area a second time to search for any studs or breakable objects you may have missed in the heat of battle.

Free Play

Red Brick: ×4 Stud Multiplier

During Free Play, use any character with an explosive attack to demolish the silver LEGO tables scattered throughout the area.

Once you've destroyed all four of the silver tables, the Batboat's cockpit swings open to reveal a Red Brick.

After you collect this item, the ×4 Stud Multiplier extra can be purchased for 300,000 studs.

Smash the piano on the room's right side and use the bricks to build some steps. Head up to the stage and search the remaining area.

After you defeat 15 enemies, Harley Quinn appears in front of the stage. When you're ready to start the battle, hop down to the floor and carefully approach her.

When you get within range, Harley initiates her powerful mallet spin. Batman and Robin both have the sharpshoot ability, so use your preferred character to counterattack. Hold your ground and use a well-aimed Batarang (or Wingding) to interrupt Harley Quinn's mallet spin. Wait for Harley to jump away, then follow her and repeat the process.

Tip

During Free Play, use a character with a quick-firing ranged attack to counter Harley Quinn's mallet spin without stopping to aim.

After you interrupt two of her mallet spins, Harley Quinn jumps to the center of stage. Head back up the steps and coax her into attacking, then stun her once more to begin the battle's second phase.

After you hit Harley Quinn three times, she leaps onto one of the upstage pillars. When she lands, a nearby fuse box swings open to reveal a small target. Sharpshoot the target before the door shuts to strike Harley Quinn with a bolt of electricity.

Harley uses the acrobat poles along the back wall to move between the two pillars. After you sharpshoot the first target, run across the stage and wait for the next fuse box to swing open. Sharpshoot the second target to defeat Harley Quinn and open the path to the next area.

Search the area for any remaining studs or breakable objects, then drop down through the trap door at the center of the stage.

Objective 2: Defeat the Riddler

You drop through the stage just in time to see the Riddler flee the music room. After he exits, a door slams shut and blocks the way out. Collect the nearby studs, then step out of the alcove and move to the right.

Locate the three targets along the top of the wall, then use the sharpshoot ability to hit them all with a single Batarang or Wingding. The panel slides up to reveal a random sequence of musical notes.

The color of each note corresponds to one of the instruments in the room. Activate the instruments in the order indicated to reveal an acrobat chute hidden behind the panel. Before you use the chute, check the area for remaining studs and breakable objects.

Free Play

Minikit: The Penguin

During Free Play, use Green Lantern to manipulate the green LEGO drum kit along the left wall. After the new construct blows out the nearby speaker, follow the path into the hidden area.

Deal with the goons guarding the secret room, then use Poison Ivy to clear the vines from the green LEGO statue to the left.

Use Green Lantern to turn the statue into a switch, then pull the switch to find a stash of studs and a minikit hidden behind the nearby painting.

After you collect this item, the Penguin can be purchased for 100,000 studs.

When you're finished searching the music room, use Robin to slip through the acrobat chute and into the area below you.

After you exit the chute, smash the large crate in front of you. Use the revealed bricks to build a ladder.

When the ladder is in place, the trap doors above you swing open. Now that Batman can reach you, move to the levers to the right. To unlock the music room exit, Batman and Robin must pull both levers at the same time. After the cinematic, climb back up to the music room and follow the hall to the next area.

Free Play

Minikit: The Riddler

When you appear in the hallway, you'll find a set strength handles mounted along the back wall. During Free Play, use any character with super-strength to rip through the bars.

Smash the crates inside the enclosure to reveal a minikit.

After you collect this item, the Riddler can be purchased for 100,000 studs.

When you reach the end of the hall, run down the steps and deal with the waiting enemies. After you take out the first group of thugs, two more rappel into the area. The last enemy drops a key when you defeat him.

Use the key with the lock along the back wall to open the nearby gate. Grapple onto the stacked crates to topple them, then smash them to reveal their contents. Assemble the bricks, then activate the newly built switch to open the curtains to the left.

Use Robin to climb the acrobat walls up to the walkway. When you land, smash the nearby crate and use the bricks to build a grapple handle.

After Batman grapples up to the walkway, smash the nearby objects and move toward the back wall.

Use Robin to double jump up to the first acrobat pole, then make your way to the walkway across the gap. When you land, pull the nearby lever to activate a hidden platform.

Switch to Batman and jump toward the extended platform. Use Batman's cape to glide across the gap, then follow the walkway along the room's right wall.

When you reach the end of the walkway, drop down onto the suit signal to gain the Sensor Suit. Drop back to the ground and search the area for any remaining studs and breakable objects.

Tip

Search behind the arches along the back wall to find some hidden studs!

Free Play

Minikit: Harley Quinn

During Free Play, use any character with heat vision to burn through the red LEGO wall on the room's right side.

Cut out the indicated shape from the wall to reveal a minikit.

After you collect this item, Harley Quinn can be purchased for 100,000 studs.

When you're ready to move on, activate the Sensor Suit's stealth mode and sneak past the security camera. Slip through the door along the back wall and pull the switch to deactivate the camera. Run back into the hallway and deal with the guards to the right.

Tip

Your buddy can't join you until while the camera is active. Make sure that you switch it off before you start a fight with the goons.

Continue to the right to find a large door. Jump up to one of the hanging switches and wait for your buddy to do the same. Drop down and look around to collect any remaining studs, then head through the doorway and up the stairs.

The next room contains three large containers, one of which contains the Riddler. Move Batman onto one of the action reticles, then activate the Sensor Suit's X-ray vision to scan the corresponding container. A correct guess gets you one step closer to defeating the Riddler. Scanning an empty container, however, causes a sandbag to fall down from above you.

Caution

If the Riddler isn't inside of your chosen container, deactivate your X-ray vision and run away. You only have a moment before the sandbag comes crashing down.

The first time you spot the Riddler, he throws down a smoke bomb and sends one of his goons after you. This destroys the container, which removes one of his potential hiding spots. The second time you spot the Riddler, he sends two goons after you and retreats to the final container. Clear out your attackers, scan the final container, and defeat the remaining goon to draw the Riddler out into the open.

After a short cinematic, two goons move in to attack while the Riddler hangs back by the electrified lift. Clear out his minions, then move in to deal with the Riddler himself.

Station Vita Strategy

Now that the Riddler has no place to hide, he comes down the lift in the background with two of his goons. Keep your distance from the lift, though; it's electrified after the baddies have exited. Take down the two goons, but move quickly because the Riddler doesn't fight fair and he will try to shoot you with bullets fired from his staff. Once the two goons are defeated, it's time to bring the fight to the Riddler, activate the Sensor Suit's stealth ability to get the jump on him! A few good hits knock the Riddler senseless and he drops his keycard.

You can run straight to the Riddler and start attacking, but the villain is not entirely defenseless. Consider using the Sensor Suit's stealth ability to move Batman into position without taking any damage from ranged attacks. Land a few good hits to defeat the Riddler and claim his security keycard.

Place the keycard in the console near the lift to shut off the electricity. Sweep the room for any remaining studs and breakable objects, then take the lift up to the lobby.

Objective 3: Defeat the Penguin

When you reach the lobby, run to the left to draw some thugs into the open. After you deal with the first pair of attackers, continue across the room to find two more goons waiting to ambush you. Once the area is safe, sweep the room for studs and breakable objects.

Free Play

Minikit: Bruce Wayne

During Free Play, use Lex Luthor's Deconstructor to destroy the black LEGO padlock along the lobby's back wall. When the doors open, use an acrobat character to slip through the revealed chute.

When you exit the chute, look for the minikit to the left.

After you collect this item, Bruce Wayne can be purchased for 20,000 studs.

Free Play

Minikit: Riddler Goon

During Free Play, use any character with a freeze attack to freeze the LEGO waterfall near the lobby entrance.

Climb up to the balcony and smash the flowerpot to the right to reveal a minikit.

After you collect this item, the Riddler Goon can be purchased for 2,500 studs.

When you reach the large statue along the room's left wall, stand on one of the nearby action reticles and grapple onto the corresponding grapple handle. When your buddy grapples onto the second grapple handle, your combined strength topples the statue.

Smash the debris to earn some studs, then assemble the bricks from the statue's hat to build a switch. Pull the lever to open the panel to the right, then hop onto the fan to float up to the balcony.

After you land, collect the studs scattered along the balcony, then sharpshoot the target along the back wall. After the hanging switches move into range, jump up and grab one. When your partner grabs the second switch, a nearby door swings open.

Hop down from the balcony and search the lobby for any remaining studs and breakable objects. When you're ready, move through the open door and into the next area.

When you enter the next room, the Penguin springs his carefully laid trap. There are several Penguin bomb dispensers scattered around the area, so you must move quickly to keep from being overwhelmed. As the Penguin bombs close in, stun them with a well-aimed Batarang or Wingding.

Press the Action button to grab a stunned Penguin bomb, then run to the room's back wall. Hold the Action button until the reticle appears, then place it on one of the silver LEGO pillars. Release the Action button the throw the Penguin bomb. Repeat the process to destroy the two remaining supports. When all three pillars are destroyed, the balcony's railing crumbles, and the Penguin's fall leaves him incapacitated.

After you defeat the Penguin, use the debris from the railing to assemble a grapple handle. Sweep the area for studs and breakable objects, then grapple up to the balcony and search the walkway. When you're ready, head upstairs to the projection room.

Objective 4: Defeat the Joker

When you reach the projection room, the Joker sends two of his heavy goons to attack you. These more powerful enemies can't be grabbed unless you first stun them. Use Batman's ground-pound ability (press the Attack button during a jump) to stun your opponent before attempting a takedown.

Tip

The game contains a variety of heavy goons, but each type of goon has at least one distinctive feature that makes them stand out from the crowd. To perform well in group combat, learn to identify these more powerful henchmen.

After you defeat the heavy goons, break all of the items in the projection room and collect any studs you find. Smash the blue vending machine to reveal some bricks, but consider making some additional preparations before you assemble them.

Tip

During Free Play, use explosive attacks to destroy the silver LEGO film reels near the room's right wall.

Move Batman onto the action reticle on the room's right side and use his Sensor Suit to reveal the wires behind the X-ray wall. Switch to Robin, then turn each of the nearby wheels one time to align the wires.

When the wires are in place, switch back to Batman and deactivate the Sensor Suit's X-ray vision. Use the bricks from the vending machine to build a generator and trigger a short cinematic.

Note

You can assemble the generator before you adjust the nearby wires, but doing so leaves you in a slightly more vulnerable position when the cinematic ends.

When the spark from the generator reaches the fuse box, the nearby curtain slides open, revealing the Joker's hidden weapon. As soon as the cinematic ends, run toward the bottom of the screen and move left. The sentry's missiles have a fairly effective homing ability, so it's important to keep moving. Cut back and forth in front of the turret to avoid taking damage.

Watch the sentry turret as you dodge its attacks. When it stops swiveling, you have a very brief opportunity to deal some damage of your own. Sharpshoot the turret with a Batarang or Wingding while it's reloading, then resume dodging its missiles until the next pause in the action. Hit the sentry turret five times to send the Joker crashing through the wall.

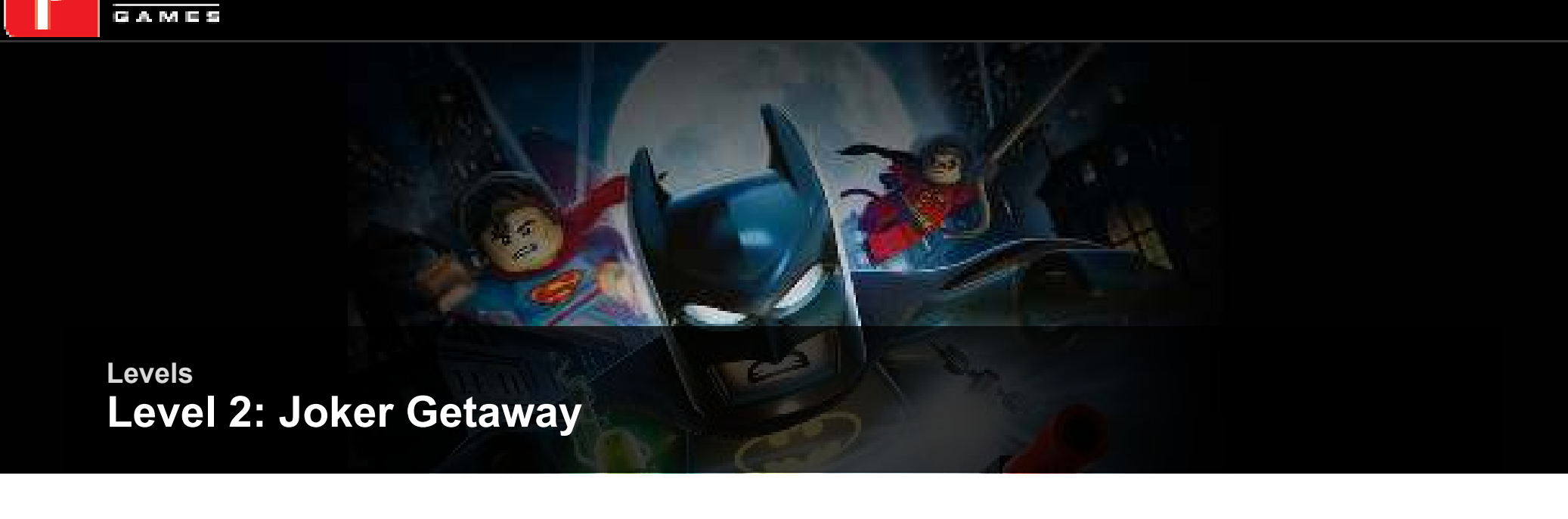
Tip

The sentry turret reloads at irregular intervals, so make sure you watch it closely. When it stops swiveling, pause just long enough to take your shot, then get moving again.

Make a final sweep of the room for any studs you may have missed, then hop through the hole created by the turret to complete the level.

Gotham Theatre Story Rewards

- The Batman (Sensor Suit) character is available for Free Play.
- The Joker Getaway Story level is available.
- The Gotham Theatre Free Play level is available.



Levels

Level 2: Joker Getaway

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 25,000	DS: 35,000
3DS/PS Vita: 25,000	3DS/PS Vita: 35,000

Stage Collectibles

Item	Mode	Notes
Minikit: Killer Moth	Free Play	Use a heat attack to destroy the building's gold doors, then pull the revealed switch.
Red Brick: Stud Magnet	Story	Destroy the nine small gargoyles around the building's exterior.
Minikit: Bane	Free Play	Hop off the magnetic walkway to find the gold LEGO gargoyle on the rooftop, then use a heat attack to destroy it.
Minikit: Robin (Classic Suit)	Free Play	Destroy the silver LEGO gargoyle on the left half of the rooftop.
Soundbite #2 - Captain Boomerang	Free Play	Use a heat attack to destroy the gold LEGO billboard on the lot's left side.
Minikit: Tim Drake	Story	Smash all five bunches of Joker balloons.
Minikit: Joker Goon	Free Play	Use a heat attack to destroy the gold LEGO gate above the park entrance.

Objective 1: Fix Robin's Helicopter

The Joker is on the run, but Robin's helicopter is in no shape to follow him. Luckily there are some replacement parts on the roof of the nearby building. When the level starts, move left to find a fire hydrant near the corner of the building.

Smash the hydrant to reveal an action reticle, then use a grappling hook to pull the poster off the building.

After the poster shatters, use the bricks to construct a suit signal, then hop on to equip Batman's Power Suit. Collect the studs from the building's left side and front door, then move back to the right.

Free Play

Minikit: Killer Moth

During Free Play, use a character with a heat attack to destroy the gold LEGO doors at the front of the building.

When you pull the revealed switch, several studs and a minikit appear on the sidewalk.

After you collect this item, Killer Moth can be purchased for 50,000 studs.

When you reach the corner of the building, use the Power Suit's sticky bombs to destroy the silver LEGO searchlight and the grate at the base of the magnetic walkway.

Use the bricks from the searchlight to build a suit signal, then move Robin into place to gain his Magnet Suit. Use Batman's sticky bombs to destroy the bars on the electrified lift, then use Robin's stud magnet ability to collect the studs from a safe distance.

Move toward the back wall, past Robin's helicopter. Use one of Batman's sticky bombs to destroy the silver LEGO poster behind the lift, then assemble the bricks to build a switch. This switch won't function until the lift is repaired, so return to the front of the building.

Select Robin and approach the magnetic walkway to latch on, then climb up to the ledge above you.

When you reach the end of the walkway, hop down to the ledge and smash the two gargoyles to the left.

Gargoyles 1/9 & 2/9

Nine small gargoyles are scattered around the building's exterior. The first two are located just above the entrance—make sure you smash both of them before you leave the ledge.

After you destroy the gargoyles, stand on the newly revealed action reticle and grapple to the nearby vent. After the vent shatters, use the bricks to complete the next magnetic walkway.

When you're ready, use the walkway to climb up to the next ledge. Grab the stud to your left, then head right to find a hanging switch just around the corner.

Gargoyle 3/9

The third gargoyle is located near the hanging switch. Make sure you smash it as you follow the ledge around the corner.

The hanging switch is out of reach, so you must find a way to lower it. Locate the sharpshoot target on the back wall, then hit it with a Wingding. When the switch lowers into position, jump up and grab it. When you're ready, follow the ledge back to the left.

Now that the banner is out of the way, grapple across the gap and continue moving left.

Gargoyle 4/9

The fourth gargoyle is located just past the gap in the ledge. Smash it to increase your tally and reveal vital bricks.

Smash the gargoyle at the corner of the building and use the bricks to build a wheel. Before you turn the wheel, however, look for the gargoyle near the back wall.

Gargoyle 5/9

After you build the wheel, look for the gargoyle just past the small magnetic walkway. Turning the wheel moves the walkway out of place, so make sure you smash the gargoyle before you do so.

Caution

There's a small gap between the walkway and the gargoyle, so mind your step.

When you're ready to continue, turn the wheel to move the magnetic walkway into a vertical position. Use the walkway to climb up to the next ledge.

Gargoyle 6/9

The sixth gargoyle is located near the top of the magnetic walkway. Make sure you smash it on your way around the corner.

Gargoyle 7/9

When you reach the top of the banner, look for the gargoyle on the ledge. Smash it before you attempt to cross the gap.

When you reach the gap in the ledge, use the hang bars to shimmy across to the other side.

Gargoyle 8/9

When you reach the end of the climb bars, drop to the ledge and smash the eighth gargoyle.

Follow the ledge to the right to find a red fuse box just around the corner.

Gargoyle 9/9

The last gargoyle is located at the corner of the building, near the red fuse box.

Red Brick: Stud Magnet

Smash all nine of the small gargoyles to reveal the Red Brick.

After you collect this item, the Stud Magnet extra can be purchased for 5,000,000 studs.

Use the bricks on the ledge to repair the fuse box. Doing so fixes the electrified lift and the magnetic walkway swings into position. Climb to the top of the walkway and hop onto the roof to find the first build-it crate.

Once you have the first crate, you must bring it to one of the build-it pads near the helicopter. You can use Batman to bring the lift to the rooftop, but it's much faster to drop down along the ledges on the front of the building. After you reach the ground, follow the arrow to the correct build-it pad.

Note

If you chose to drop along the front of the building, it's important to hit each ledge on the way to the ground. If you fall too far, the crate will return to its original location. Setting the crate down for more than a few seconds also causes it to reset.

When you drop the crate on the indicated build-it pad, some goons move in to attack. After you deal with them, assemble the bricks to make the first of three helicopter repairs.

To reach the remaining crates, you'll need to clear a path with the Power Suit. Switch to Batman and take the lift up to the roof.

Use sticky bombs to destroy the silver LEGO gargoyle and the grate at the base of the magnetic walkway. Assemble the bricks from the gargoyle to create a switch, then use the strength handles on the back wall to destroy the gate blocking the ladder.

Note

You can now control the lift using the switch on the roof, the switch near the helicopter, and the switch on the lift itself. The additional controls allow you to call the lift to your current position or send it to your buddy.

Climb the ladder to find another build-it crate atop a pair of silver LEGO pipes. Use a sticky bomb to destroy the pipes, then take the crate down to the marked build-it pad.

When you drop the crate on the build-it pad, more goons appear. Clear them out, then make the second helicopter repair. There's still one build-it crate on the building, so take the lift back up to the roof.

Use Robin to climb the magnetic walkway along the back wall. Follow the path as it curves to the left and back down to the roof.

Free Play

Minikit: Bane

During Free Play, hop off of the magnetic walkway before it curves back down to the roof. Move toward the bottom of the screen to find a gold LEGO gargoyle.

Use a character with a heat attack to destroy the gargoyle and reveal a minikit.

After you collect this minikit, Bane can be purchased for 200,000 studs.

When you reach the end of the magnetic walkway, move toward the bottom of the screen to find the last build-it crate near a silver LEGO gargoyle.

Free Play

Minikit: Robin (Classic Suit)

During Free Play, use a character with an explosive attack to destroy the silver LEGO gargoyle.

When the gargoyle explodes, it leaves a minikit in its place.

After you collect this item, Robin (Classic Suit) can be purchased for 80,000 studs.

Bring the last crate to the remaining build-it pad to spawn another pair of attackers. Deal with the goons, then assemble the bricks to repair the helicopter and trigger a cinematic.

Objective 2: Defeat the Joker

The Joker's boat is out of commission, but his weapons are still active. Before you can capture the villain, you must find a way to disable his defenses. Smash the popcorn machine to the right of the Joker's boat, then use the bricks to build a suit signal.

Move Batman onto the signal to equip the Power Suit, then fire a sticky bomb at the nearby car.

After the explosion, assemble the bricks to build a hammer game. As you do so, watch the for the red reticles that indicate the Joker's incoming gas mortars.

Tip

The Joker tends to cluster his attacks. When you spot a mortar reticle, circle away and return after the gas dissipates.

Use Batman to play the completed hammer game. The Power Suit's super-strength knocks the bell clear off the tower and into the Joker.

After you play the hammer game, some of the Joker's goons burst through a nearby fence. Clear out your attackers, then search the rest of the parking lot.

The parking lot contains a number of studs and breakable objects, so be sure to search it thoroughly. Pay particular attention to the surrounding fence and the two tiled walkways between the parking rows.

Tip

Several valuable studs are hidden from view. Follow the fence around the perimeter to ensure that you grab them all.

Joker Balloons 1/5

There are five bunches of Joker balloons scattered throughout the area. Smash all of them to reveal a minikit. The first bunch of balloons is located on the tiled walkway in the right half of the parking lot.

As you search the left half of the parking lot, use a sticky bomb to destroy the silver LEGO car parked near the tiled walkway.

Use the bricks from the car to build a cannon, but continue to dodge the Joker's mortars as you do. When you're finished, use the Power Suit's super-strength to manipulate the orange handles. Push the crank to aim, then pull the cannon's rear panel to fire a shot at the Joker's boat. After the impact, two goons hop over the fence to the left. Defend yourself, then continue your search of the area.

Note

The level ends when you trigger three special mechanisms scattered throughout the area. If you prefer, you can find and activate the remaining mechanism before you fire the cannon. Doing so can save a bit of time, but it also causes flying enemies to appear in the area.

Free Play

Soundbite #2 - Captain Boomerang

During Free Play, use a character with a heat attack to destroy the gold LEGO billboards on either side of the parking lot.

Destroying the billboard along the parking lot's right fence reveals some studs, but the billboard on the left side of the lot contains a soundbite.

After you collect this item, Soundbite #2 - Captain Boomerang can be purchased for 2,000 studs.

Joker Balloons 2/5

The second bunch of Joker balloons is located in the left half of the parking lot, next to another popcorn machine.

Smash the popcorn machine to the left of the Joker's boat and assemble the pieces to create another suit signal. Move Robin onto the signal to equip the Magnet Suit, then return to the toppled fence near the hammer game.

Locate the magnetic walkway on the back wall and use Robin to climb up to the first ledge.

Joker Balloons 3/4

The third bunch of balloons is near the end of the first magnetic walkway. Smash the clown statue to destroy the attached balloons.

When you're ready, use the second walkway to climb to the top of the park entrance. Drop down to collect the studs below the ledge, then use the ladder to climb back up.

Caution

Stay clear of the swinging signs in the foreground—one hit is enough to take all of your hearts.

If you fired the cannon before leaving the lot, turning the wheel at the center of the park entrance will end the level. There's still plenty to do, so avoid the wheel until you've finished exploring the area. Move left until you reach the edge of the structure.

Caution

If you turn the wheel before you fire the cannon, a flying goon appears on either side of you. When this happens, sharpshoot one of the goons out of the air, then throw him at the remaining goon.

Joker Balloons 4/5

When you reach the structure's left edge, use a Wingding to sharpshoot the clown statue in the foreground. A successful hit takes care of the attached balloons.

Drop down from the structure's left edge to find a valuable stash of studs. You must use the magnetic walkways to return to the top of the park entrance, but the reward is well worth the extra time.

Joker Balloons 5/5

Before you drop back down to the parking lot, use a Wingding to sharpshoot the clown statue in the foreground. This eliminates the fifth and final bunch of Joker balloons.

Minikit: Tim Drake

When you destroy all five bunches of Joker balloons, a minikit appears at the center of the parking lot.

After you collect this item, Tim Drake can be purchased for 20,000.

Use the magnetic walkways to climb back up to the park entrance. Move past the wheel at the center of the structure and drop down from the ledge to find another stash of studs.

Free Play

Minikit: Joker Goon

During Free Play, use a character with a heat attack to destroy the gold LEGO gate above the park entrance.

Head through the opening to drop down onto a minikit.

After you collect this item, the Joker Goon can be purchased for 2,500 studs

When you're ready to end the level, turn the wheel above the park entrance to defeat the Joker.

Joker Getaway Story Rewards

- The Batman (Power Suit) character is available for Free Play.
- The Robin (Magnet Suit) character is available for Free Play.
- The Arkham Estate Story level is available.
- The Joker Getaway Free Play level is available.

Levels

Level 3: Arkham Estate

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 15,000	DS: 18,000
3DS/PS Vita: 15,000	3DS/PS Vita: 18,000

Stage Collectibles

Item	Mode	Notes
Red Brick: Fast Build	Free Play	Use a heat attack to destroy the gold LEGO gate in the maze. Navigate the electrified panels and slip through the acrobat chute.
Soundbite #3 - Clayface	Free Play	Use Flash's super speed on the treadmill in the maze. Capture the soundbite before it disappears.
Minikit: Asylum Inmate	Free Play	Use Lex Luthor's Deconstructor on the smooth black wall near the Power Suit signal.
Minikit: Poison Ivy	Story	Use sticky bombs to destroy all three silver LEGO tanks in the maze.
Minikit: Catwoman	Story	Destroy the motorcycle near the maze's exit.
Minikit: Two-Face Goon	Story	After you grapple up to the balcony, move across the acrobat poles to the right.
Minikit: Killer Frost	Free Play	When you reach the dam, use a freeze attack on the second waterfall. Climb up to the walkway and use a heat attack to melt the ice to the left.

Objective 1: Navigate the Maze

Catwoman is leading a group of rogues toward Arkham Asylum, but Batman is determined to head them off on the estate grounds. Aside from the expected twists and turns, the maze has a number of obstacles blocking potential routes. When the level starts, step into the corridor to the right and smash the barrel toward the top of the screen.

Use the bricks from the barrel to repair the broken sprinkler. The nearby vines prevent you from continuing up the corridor, so turn around and follow the path toward the bottom of the screen.

As you collect the studs along the corridor, look for the silver LEGO tank to the right. Turn the wheel to activate the sprinkler and trigger a short cinematic. After the vines wither, head back up the corridor.

Free Play

Red Brick: Fast Build

During Free Play, use a character with a heat attack to destroy the gold LEGO gate near the first sprinkler.

To navigate the panels beyond the gate, time your approach to avoid electrical surges, or simply select a character who's immune to electricity.

Use an acrobat character to pass through the chute at the end of the corridor, then traverse the next set of electric panels.

Reach the end of the electrified panels to find a Red Brick near the corridor's power switch.

After you collect this item, the Fast Build extra can be purchased for 5,000,000 studs.

Nintendo 3DS and PlayStation Vita Strategy

As you follow the bend, a giant red flower sprouts from the ground! Keep your distance, though, because it sprays poison as it turns. Stay back and wait for the flower to open, then aim at the stem in the center with a Batarang or a Wingding. Be careful not to get hit by one of the thorns that fly out when the flower opens! It takes only one direct hit to the stem to make the flower wither. Before continuing on, take a moment to let the poisonous gas clear.

Follow the corridor around the corner to find an intersection. As you approach the intersection, Poison Ivy's goons appear in one of the possible paths. Clear out the attackers, then continue to the end of the path to find some studs near a dead end.

Turn around and head back to the intersection. One of the unexplored paths contains another silver LEGO tank, but you need to take a few steps before you turn its wheel.

Follow the studs to the right past the silver LEGO gate and around the corner.

As you move down the corridor, note the green puddles of toxic waste behind the wall to the right. Continue running toward the bottom of the screen to find another group of enemies. Clear out each goon as it emerges.

When the area is clear, move into the corridor to the right. Use Robin to slip through the acrobat chute and bypass the toxic waste.

After you emerge from the chute, hop onto the nearby suit signal to gain Robin's Hazard Suit. The Hazard Suit allows Robin to safely travel through the toxic waste. Walk straight through the puddles and return to the silver LEGO tank at the previous intersection.

Starting from the silver tank, move left and follow the path through the toxic waste and around the corner.

Beyond the toxic waste, a pair of vines blocks the path. Smash the nearby barrel and use the bricks to repair the sprinkler. Move into the nook on the left and jump into the pool of water. After the Hazard Suit's tank fills, use the liquid cannon to clear the toxic puddles on the way back to the silver tank.

When you reach the silver LEGO tank, turn the wheel to clear away the vines. Move back to the left and explore the corridor beyond the vines.

As you move toward the bottom of the screen, watch for the nook on the left. Clear out the goons as they appear, then look for the intersection to the right.

When you reach the intersection, move into the corridor nearest the bottom of the screen, then continue moving right to find the third silver tank. Turn the wheel to activate the nearby sprinkler. Search the path to the left for studs and breakable objects, and a set of strength handles.

Nintendo 3DS and PlayStation Vita Strategy

To the left of the third silver tank, another poisonous flower sprouts up and blocks your path. Handle this menace in the same way as the last one to cut this overgrown weed down to size.

Tip

There are two sets of strength handles in the area. After you find Batman's Power Suit, use the strength handles to create some shortcuts through the maze!

After the vines wither away, leave the silver tank and move to the sprinkler. Before you explore the newly accessible area, continue to the right to find a blue stud at the end of the corridor.

Nintendo 3DS and PlayStation Vita Strategy

The blue stud is almost within reach, but another poison-spouting flower is blocking you from it. Just like before, make sure not to get too close, and showcase your gardening skills with a well-placed Batarang.

After you collect the blue stud, investigate the small room toward the bottom of the screen to find a treadmill.

Free Play

Soundbite #3 - Clayface

During Free Play, use The Flash's super speed to push the treadmill to its limits. When all three lights activate, a soundbite appears and races out of the room.

Use The Flash's super speed to chase the soundbite through the maze. If you fail to catch the soundbite before it vanishes, hop onto the treadmill for a fresh attempt.

After you collect this item, Soundbite #3 - Clayface can be purchased for 3,000 studs.

Note

The soundbite is hovering high above the ground, so you must jump up to catch it. If you prefer, you can use a character who can fly to reach the soundbite without jumping.

When you're ready, return to the nearest sprinkler and explore the revealed area. Check the path to the right to find some studs and a set of strength handles, then follow the path to the left to find another suit signal.

Move Batman onto the suit signal to equip his Power Suit, then revisit all the strength handles and silver LEGO objects you found during your exploration.

Free Play

Minikit: Asylum Inmate

During Free Play, use Lex Luthor's Deconstructor to destroy the smooth black wall near Batman's suit signal.

Pass through the hole in the wall to find a minikit.

After you collect this item, the Asylum Inmate can be purchased for 3,000 studs.

Minikit: Poison Ivy

After you acquire the Power Suit, return to the nearest silver LEGO tank and destroy it with a sticky bomb. Follow the corridor to the left and use the strength handles to break through the wall.

Continue up the corridor to find the first silver LEGO tank you discovered in the maze. Destroy it with a sticky bomb, then continue along the corridor.

Follow the path around the corner and back down to the remaining silver LEGO tank, near the silver gate blocking the maze's exit.

After you destroy all three silver tanks, a cinematic shows a minikit appear in a nearby corridor.

After you collect this item, Poison Ivy can be purchased for 100,000 studs.

To open the path out of the maze, use a sticky bomb to destroy the silver LEGO gate in the back-right corner.

Minikit: Catwoman

As you exit the maze, look for Catwoman's motorcycle beyond the silver gate.

Before you leave the area, destroy the motorcycle to reveal a minikit.

After you collect this item, Catwoman can be purchased for 100,000 studs.

When you're ready to move on, follow the studs through the arch and into the next area.

Objective 2: Defeat Catwoman

Just outside of the maze, Catwoman and Poison Ivy have prepared a reception for the Dynamic Duo. Defeat both of the attacking goons to trigger a short cinematic. Two new flowers appear in the room. Before you deal with Poison Ivy, focus on taking care of the new arrivals.

The two new flowers fire projectiles each time their petals open! Dodge these attacks as you approach the flower near the right wall. Aim a Batarang at the flower while its petals are closed. When the petals open again, wait for the reticle to lock on, then sharpshoot the exposed core to destroy the plant.

Use the bricks from the flower to add strength handles to the nearby bars. Use Robin's Hazard Suit to safely collect any studs that fall into the toxic waste.

Approach the flower near the left wall and use the same sharpshooting tactics to destroy it.

Use the bricks to build a sprinkler next to Ivy's flower, then use the nearby fountain to fill the Hazard Suit's tank.

Caution

After you build the sprinkler, watch for the reticles that appear on the ground. These spots indicate the impact zones of Poison Ivy's attacks, so take care to avoid them.

After the Hazard Suit's tank fills, use Robin's liquid cannon to clear toxic waste away from the bars.

Switch to Batman and use the strength handles to destroy the bars. Assemble the bricks to create a lawn mower and trigger a cinematic.

The lawn mower destroys a pair of vines, exposing a wheel in the back wall. After the cinematic, turn the wheel to activate the sprinkler.

Poison Ivy flees from the weed killer, leaving a pile of bricks in her place. Use the bricks to build a suit signal, them hop on to equip Batman's Sensor Suit. When you do, Catwoman reappears just long enough to vanish in a puff of smoke.

Catwoman is hidden somewhere in the area, and she'll deliver a devastating attack if you allow her to sneak up on you. Use the Sensor Suit's stealth ability to even the playing field. Move around the area and watch for lines to appear above Batman's head. When this happens, it means Catwoman is close to your current location.

When you pinpoint Catwoman's location, she drops out of stealth mode. Move in and surprise her with a flurry of melee attacks. After you deal enough damage, Catwoman throws down another smoke bomb. Activate Batman's stealth ability and repeat the process until you land enough hits to finish Catwoman off.

After you defeat Catwoman, use her key in the lock along the back wall. After you open the gate, sweep the area for any remaining studs and breakable objects, then leave the area.

Objective 3: Defeat Two-Face

When Two-Face spots Batman and Robin, he flees the area. Move to the right and clear the path of any goons and breakable objects you find.

There are three detonators in the area, and you must smash them all. After you destroy the first detonator, use the bricks to build a crank.

Continue past the crank and follow the studs to the right.

Smash the gray container near the end of the trail and use the bricks to build a suit signal.

Move Batman onto the signal to equip the Power Suit, then move back to the left. Locate the LEGO wall near the start of the area and use a sticky bomb to destroy the silver LEGO grate that is blocking it.

Switch to Robin and follow the studs along the climb wall. When you reach the end of the trail, leap onto the nearby signal to remove Robin's Hazard Suit.

Switch back to Batman and use the Power Suit to rotate the crank to the right. Doing so rotates the nearby pillar and reveals a trail of studs.

Before you follow the stud trail, continue moving right. Clear out any goons in your path and locate the next detonator. Smash the detonator and use the bricks to assemble some strength handles.

Once the handles are in place, use them to push the pillar against the back wall. When the pillar is in position, move back to the left.

Switch to Robin and jump up to the stud trail. Double jump onto the first pillar, then continue along the pillars to the right.

When you reach the action reticle, grapple up to the balcony high above you.

You land between a trail of studs and some acrobat poles. Before you follow the studs on the left, check the path to the right.

Minikit: Two-Face Goon

After you grapple up the balcony, move along the acrobat bars to the right.

When you reach the end of the bars, drop down to find a minikit waiting on the next balcony.

After you collect this item, the Two-Face Goon can be purchased for 2,500 studs.

Nintendo 3DS and PlayStation Vita Strategy

After landing on the balcony, take out the guard before he knows what hit him. Before following the stud trail to your left, jump up and grab the acrobat pole to your right.

After you explore the path to the right, use the acrobat poles to return to the central balcony. When you approach the studs to the left, two goons on a nearby balcony drop the third detonator to the ground. Shimmy across the climb bars to collect the studs and deal with the remaining goon.

Switch to Batman and assemble the bricks from the last detonator to build a set of strength handles. Use the handles to topple the pillars and open the path out.

After the cinematic, follow the path to the right and smash the debris from Two-Face's car to earn some extra studs. When you're finished, move on to the next area.

When you reach the dam, use Batman's Power Suit to rotate the strength handles on the back wall. Wait for the bricks to flow down the nearest waterfall, then use them to build a suit signal.

Free Play

Minikit: Killer Frost

During Free Play, use a character with a freeze attack to freeze the dam's second waterfall. Climb to the top of the ice, then double jump up to the walkway.

Follow the studs to the left and use a heat attack to melt the chunk of ice and reveal a minikit.

After you collect this item, Killer Frost can be purchased for 80,000 studs.

Move Batman onto the signal to remove the Power Suit. Leap through the studs to the right, then glide along the trail to land on a small ledge across the gap.

Turn the wheel to extend the acrobat poles from the back wall, then climb up the nearby ladder. Switch to Robin and use the poles to move across the gap, then follow the path to the right to find Two-Face.

After Two-Face cracks the dam, move Robin to the acrobat wall and climb up to the walkway.

When you reach the top of the acrobat wall, there's a pair of goons to the left and some bricks to the right. Take care of the goons, then assemble the bricks to create a grapple handle.

Nintendo 3DS and PlayStation Vita Strategy

When you reach the top of the acrobat wall, you see three goons to your left and some bricks to your right. Build the bricks to make a grapple handle; now Batman can join you. With Batman at your side, move left and clear out the goons. Be careful, though—one of them is a heavy goon! First, take out the weaker two; this will make it a bit easier when trading punches with the stronger foe.

Follow the walkway to the leak, then use the bricks on the walkway to patch the dam.

After the cinematic, drop down from the walkway and deal with Two-Face's goons.

Nintendo 3DS and PlayStation Vita Strategy

After patching the dam, drop down from the walkway. Be ready for a fight. Two-Face has called for reinforcements and some of his thugs are waiting. Another heavy goon is among them, too. Once again, clear out the weaker enemies before taking on the heavy goon. An efficient way of beating down these thugs is to grab them using the Action button and send them flying with a body slam. With the weaklings out of the way, it's time to pummel the remaining heavy thug.

Defeat the enemies to recover a bomb, then attach it to the silver LEGO support marked with an arrow.

When the first bomb is in place, more enemies appear. Defeat these enemies to reveal another bomb.

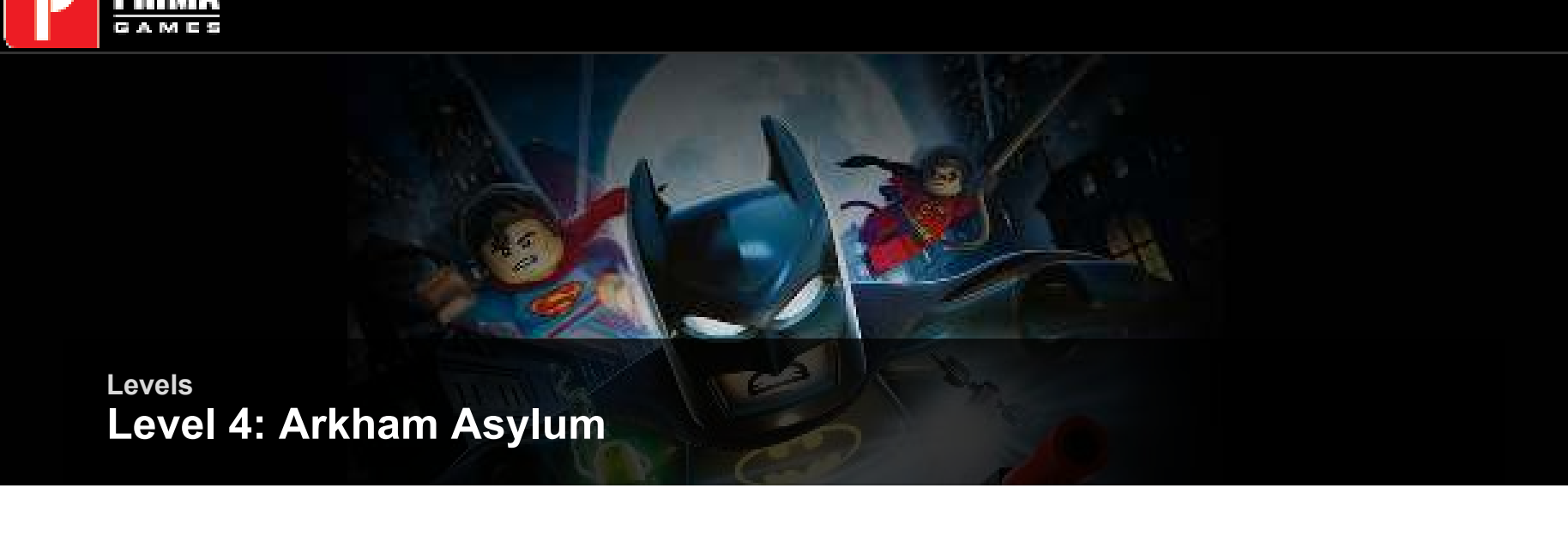
Tip

Two-Face's bald henchmen are heavy goons—you can grab them only while they are stunned.

Get the second bomb, then place it on the remaining support to defeat Two-Face and complete the level.

Arkham Estate Story Rewards

- The Robin (Hazard Suit) character is available for Free Play.
- The Arkham Asylum Story level is available.
- The Arkham Estate Free Play level is available.



Levels

Level 4: Arkham Asylum

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 35,000	DS: 40,000
3DS/PS Vita: 35,000	3DS/PS Vita: 40,000

Stage Collectibles

Item	Mode	Notes
Minikit: Asylum Patient	Free Play	Use an acrobat to pass through the chute near the start of the level.
Minikit: Mad Hatter	Free Play	Use Aquaman to pull the strength handles in the flooded area.
Minikit: Scarecrow	Free Play	Use heat vision to cut the LEGO wires near the start of the level, then use an explosive attack to destroy the silver door beyond the water.
Minikit: Mr. Zsasz	Free Play	After you reach Mr. Freeze's ledge, use the strength handles to open the panel, then use flight to reach the minikit.
Red Brick: ×6 Stud Multiplier	Free Play	Pass through the acrobat chute in the Mad Hatter's room and destroy the container in the hidden area.
Soundbite #4 - General Zod	Free Play	Use Green Lantern to manipulate the green LEGO pipe in the cell block, then solve the puzzle in the Riddler's cell.
Minikit: Mr. Freeze	Free Play	Use a heat attack to destroy the gold LEGO bars in the cell block.

Objective 1: Slip Past Killer Croc

During the confusion on the estate grounds, the Joker managed to escape from the asylum. The building was heavily damaged in the attempt, and several of the inmates made it out of their cells.

When the level starts, sharpshoot the target near the suit signal to clear away the debris. Move Robin onto the signal to equip the Hazard Suit.

Fill the Hazard Suit's tank in pool at the center of the room, then use the liquid cannon to extinguish the nearby flames. Search the room for studs and breakable objects and follow the path to the right.

The damaged floor provides access to the flooded rooms below you. Collect the studs from the nearby stairs, then hop into the water.

Caution

Take care to avoid the unshielded conduit along the back wall. Wandering too close will result in a serious shock!

Free Play

Minikit: Asylum Patient

During Free Play, use an acrobat character to slip through the chute at the top of the steps.

When you exit the chute, follow the studs to find a Minikit across the balcony.

After you collect this item, the Asylum Patient can be purchased for 5,000 studs.

Robin's Hazard Suit allows him to sink below the water's surface. When you touch down, follow the path to the left.

Caution

The path to the right leads past an underwater turbine. Stay clear of the blades until you find a way to deactivate them.

Free Play

Minikit: Mad Hatter

The bars on the back wall can only be destroyed by a character with both super-strength and the ability to sink. During Free Play, select Aquaman and use the strength handles.

Destroy the bars and grab the minikit from the alcove.

After you collect this item, the Mad Hatter can be purchased for 60,000 studs.

Follow the path to the left to find a suit signal near the wall. Assemble a switch from the nearby bricks, then use it to raise the signal up to the next floor.

Move Batman onto the signal to equip his Electric Suit, then jump into the water.

As you move along the surface of the water, look for the blue studs floating above you. Hop up and grab each of them, then return to the ledge on the left.

Note

Although Robin is capable of collecting the blue studs, Batman's Electric Suit makes him a better choice for exploring the area near the unshielded conduit.

When you're ready, hop onto the conduit and follow it along the back wall. Jump over the railing, then follow the studs down the steps and to the right.

Locate the electricity switch along the back wall, then use the Electric Suit to remove its charge and deactivate the underwater turbine.

Switch to Robin and follow the underwater path past the turbine and into the next area.

Aa pile of bricks is just past the turbine. Use them to assemble a small raft, then continue moving to the right to find a second pile of bricks.

Use the bricks to build a second raft, then locate the lever along the back wall. Pull the lever to drop the second electricity switch into place. Follow the path to the right to find a cluster of studs outside of a locked door.

Nintendo 3DS and PlayStation Vita Strategy

Use the bricks to the right to build a second raft. After the raft floats to the surface, find a lever along the back wall. The lever is obstructed and you must break the LEGO chains in front of it. After doing so, pull the lever. This drops a second electricity switch into place. Before switching to Batman, continue to the right a bit and pick up the studs in front of the locked door.

Switch to Batman and follow the upper path to the right. When you reach the water, jump along the rafts floating on the surface.

From the second raft, jump up to the hang bar and hop over the electrified pipes.

Free Play

Minikit: Scarecrow

During Free Play, select a character with heat vision to cut the LEGO wires near the water's edge, then use Batman (Electric Suit) to climb over the electrified pipes to the right.

Once you're safely past the pipes, look for the silver LEGO door along the back wall and destroy it with an explosive attack.

Head through the opening and follow the path left to find a minikit behind the fence.

After you collect this item, Scarecrow can be purchased for 100,000 studs.

After you cross the water, locate the electricity switch near the silver LEGO door. Move the charge from Batman's Electric Suit to create a distraction for Killer Croc.

When the cinematic ends, search the area for studs, then switch to Robin. Head into Killer Croc's room and smash the arch and treasure chest just inside. Use the bricks from the debris to build a switch.

Pull the switch to drain the room and open a hatch in the ceiling. After the cinematic, move Batman and Robin to the wheels along the back wall. Turn both wheels to open the nearby hatch. Collect any remaining studs, then move on to the next area.

Objective 2: Defeat Mr. Freeze

The next area contains another electricity switch. Use Batman's Electric Suit to drain the charge and unlock the acrobat wall to the right.

Smash the container near the wall and use the bricks to assemble a suit signal. Move Robin onto the signal to remove the Hazard Suit, then climb up the acrobat wall.

When you reach the ledge, move across the water to the left. Use the pile of bricks to patch the large pipe along the wall. Collect the studs on the pipe, then drop down from the ledge to find a few more.

Switch to Batman and pull the switch near the waterfall. After the water freezes, climb the ice to reach the ledge above you.

When you reach the top of the waterfall, place the charge from Batman's Electric Suit into the electricity switch along the back wall. After the heater clears the ice from the ladder, climb up to the next room.

After you reach the top of the ladder, clear out all of Mr. Freeze's goons. Avoid the reticles on the ground as you move around the area. Use Batman's Electric Suit to move the charge from the switch on the left to the switch in the background.

The heaters on the back wall free two wheels from the ice. Turn the wheel near the switch to trigger a short cinematic, then follow the wall to the right.

The second wheel is near the suit signal across the room. Turn both wheels to rupture a large pipe and wash Mr. Freeze off his ledge.

Run over to Mr. Freeze and chip away at his health while you avoid his attacks. Circle him to stay away from his gun, and take care to avoid the falling icicles. When Mr. Freeze leans back and fires into the air, use melee combinations to deal serious damage.

If you keep moving, you should be able to avoid his freeze attacks. If you find yourself encased in ice, however, repeatedly tap the Action button to free yourself before the villain follows up with a melee attack of his own. Keep the pressure on Mr. Freeze until he succumbs to your attacks.

After you defeat Mr. Freeze, use his security card in the console near the suit signal. After the glass drops away, move Robin onto the signal to equip his Ice Suit.

Move left and use Robin's freeze cannon on the waterfall. Climb up to the ledge, then follow the path to the left.

Move past the strength handles in the corner to find a switch at the end of the walkway. Pull the switch to activate two fountains near the center of the room, then drop down to the floor.

Free Play

Minikit: Mr. Zsasz

During Free Play, use a character with super-strength to turn the strength handles in the corner.

After the minikit is exposed, use a character with the flight ability to follow the red arrows up the wall.

After you collect this item, Mr. Zsasz can be purchased for 80,000 studs.

Use Robin's freeze cannon on the both of the room's fountains. Climb back up the waterfall and follow the ledge to the left.

Switch to Batman, then follow the studs along the platforms and across the room.

Note

With their currently equipped suits, Batman and Robin are less agile than usual. However, Batman's Electric Suit does allow him to perform a dive during each jump, making him a slightly better choice for traverse the platforms.

When you reach the ledge across the room, pull the switch in the corner to melt the nearby ice and call the lift. Collect any remaining studs, then step onto the lift to leave the area.

Objective 3: Defeat the Mad Hatter

After you exit the lift, move left to find the next villain waiting for you.

The Mad Hatter has several asylum inmates under his control. Approach the large green hat in the center of the room and defeat the inmates as they appear. When you finish off the sixth enemy, the hat explodes, leaving some bricks in its place.

When you destroy the first green hat, a second one appears to the left. Defend yourself from the incoming enemies, then assemble the suit signal near the center of the room. Move Batman onto the signal to equip his Sensor Suit, then move to the left.

Use the bricks left by the second green hat to build a wheel near the X-ray wall.

Move Batman onto the action reticle, then use the Sensor Suit's X-ray vision to see through the wall. Switch to Robin and turn the wheel to align the wires and power the room's security camera. When the camera spots the Mad Hatter, it delivers a shock through the walkway. Run over and collect the studs from the defeated villain, but keep your distance from the electrified mesh.

Free Play

Red Brick: ×6 Stud Multiplier

During Free Play, use an acrobat character to pass through the chute near the X-ray wall.

When you arrive in the hidden area, smash the container to the right to reveal a Red Brick.

After you collect this item, the ×6 Stud Multiplier extra can be purchased for 800,000 studs.

Climb the stairs up to the walkway, but make sure you activate the Sensor Suit's stealth mode before you step onto the electrified mesh.

Caution

You'll receive a jolt of electricity if you're spotted on the electrified mesh. Use caution whenever you're near one of these surfaces.

Follow the studs along the walkway, but veer toward the railing as you approach the security camera. If you get too close or move too slowly, the camera's sensors will detect you.

When you make it past the electrified mesh, deactivate the suit's stealth mode and hack the computer terminal at the end of the walkway. Punch in the demonstrated sequence to shut down the security camera.

Search the room for any remaining studs, then pull one of the switches flanking the exit. Wait for your buddy to pull the other switch, then head into the next area.

Objective 4: Defeat Mr. Zsasz

The cell block is packed with security measures, so move slowly to avoid triggering any alarms.

Search the first cell for studs, then activate the Sensor Suit's stealth mode and sneak past the first camera. Move quickly to cross the mesh before the camera locks on to you. Move onto the action reticle in the second cell and use Batman's grappling hook to bring the wall down.

Nintendo 3DS and PlayStation Vita Strategy

After clearing the first cell of studs, use the Sensor Suit's stealth ability to sneak past the camera just outside the cell. If you pass underneath the camera and stay close to the wall, there is less of a chance that the camera will have the time to lock on to your heat signature. Destroy the bunk bed in the second cell to uncover an action reticle. Stand on it and use Batman's grappling hook to tear the wall down and allow Robin to join you.

Smash the container near the back wall and use the bricks to build a suit signal. Move Robin onto the signal to equip his Magnet Suit, then step out of the cell.

Climb the magnetic walkway just outside the cell and pull the lever at the top to deactivate the first laser wall.

Switch to Batman and activate his Sensor Suit's stealth ability. Sneak across the electrified mesh to find a build-it pad on the other side.

Locate the cell marked with two targets, then use a Batarang to sharpshoot them both. Search the cell for studs and breakable objects, then grab the build-it crate and step back into the hall.

Follow the arrow to the left and drop the crate on the build-it pad. Assemble the bricks to create a lever, then use it to open one of the cells to the left.

Switch to Robin and enter the open cell. Collect the nearby studs and then hop into the wooden crate. Leave the cell and use the crate to sneak past the security camera to the right.

Note

When you're safely past the electrified mesh, press the Action button to remove the crate.

Free Play

Soundbite #4 - General Zod

During Free Play, use Green Lantern to manipulate the green LEGO pipe along the back wall. After you create the switch, use it to open the Riddler's cell.

Enter the cell and examine the puzzle on the back wall. To solve the puzzle, you must rearrange the four tiles to display a question mark. Select the tile you wish to move, then select the intended location. Wait for the tiles to swap places, then repeat the process until you complete the image.

When the question mark is complete, the panel slides open to reveal a soundbite.

After you collect this item, Soundbite #4 - General Zod can be purchased for 4,000 studs.

Use Robin to climb the next magnetic walkway, then pull the lever at the top to deactivate the laser wall. A few inmates a gearing up for a fight, so move quickly to avoid their attacks. Jump down from the magnetic wall, switch to Batman, and activate his Sensor Suit's stealth ability to sneak up on the inmates.

After you clear the inmates out of the area, hack the computer console along the back wall to deactivate the security cameras and open the path out. Search the area for any remaining studs, then follow the path to the left.

Free Play

Minikit: Mr. Freeze

After you deactivate the security cameras, return to the nearest electrified mesh and locate Mr. Freeze's cell. Use any character with a heat attack to destroy the gold LEGO bars.

Enter the cell to find a minikit near the back wall.

After you collect this item, Mr. Freeze can be purchased for 100,000 studs.

As you approach the exit, Mr. Zsasz enters the cell block and blocks the way out. Activate Batman's stealth ability, then sneak up and take out the first of Zsasz's henchmen. Drop back into stealth and repeat the process.

After you clear out the inmates, use the stealth ability to surprise Mr. Zsasz with a melee combination. When you deal enough damage, he vanishes in a puff of smoke.

You can run around the area looking for Zsasz, but this gives him a chance to sneak up on you. Consider using the same tactics you used in the Catwoman fight. Activate Batman's stealth ability and search for Mr. Zsasz. Move around the hall and use the sensors to help determine Zsasz's exact location, then surprise him with a flurry of strikes. Repeat the process until you finish him.

After you defeat Mr. Zsasz, place his security card into the console. Follow the path to the next area.

Objective 5: Defeat Scarecrow

When Batman and Robin leave the cell block, they walk straight into Scarecrow's trap. Smash the pumpkins to collect some studs while you wait for the goons to attack.

Take down the first round of Scarecrow's goons to complete the battle's first phase. After a brief cinematic, the pillars on either side of the room come to life. Avoid the reticles on the ground to stay clear of the incoming attacks.

Tip

The pillars bend down and jab their long needles into the indicated spots. To avoid taking damage, dodge toward the foreground or background—dodging left and right is much less effective.

After the pillars attack, it takes them a few seconds to recover. Run in and deliver some melee strikes while their needles are stuck in the floor. When the pillars reset, watch for the reticles, dodge their attacks, and land a few hits of your own. When you deal enough damage, one of the pillars stops moving and more of Scarecrow's goons appear.

Tip

Keep moving! Try to lead the goons onto the reticle before each pillar attack. It's much safer to keep moving than to stop and fight.

Keep damaging the pillar until it stops attacking, then defend yourself from the goons. After a brief cinematic, the chandelier comes to life. Avoid the goons and the reticle until the chandelier snaps down, then hit it with a flurry of melee strikes.

After you defeat the chandelier and the remaining goons to draw the Scarecrow out of hiding, move in and land as many hits as you can before he vanishes again.

When the Scarecrow disappears, he floods the hall with more gas. The pillars come back to life, and more goons appear in the area. Dodge the pillars' attacks, but don't worry about damaging them at this time—focus on defeating the goons instead.

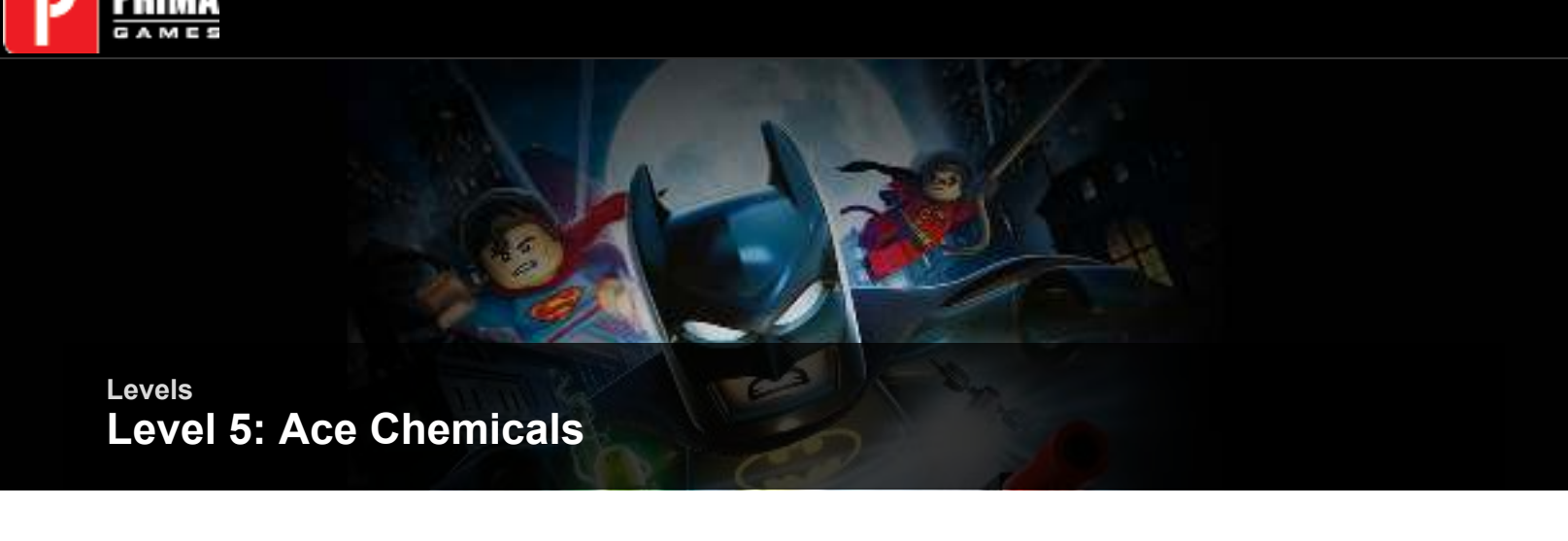
After you clear out the group of goons, the Scarecrow begins summoning spiders. Lead these pests to the reticles, let the pillars destroy them, and then land a few hits while the needles are stuck in the ground.

After you defeat both pillars, the chandelier resumes attacking. Use the same tactics to clear out the chandelier and the remaining spiders and draw the Scarecrow back out of hiding.

Run up the stairs and strike the Scarecrow until you defeat him and complete the level.

Arkham Asylum Story Rewards

- Batman (Electric Suit) is available for Free Play.
- Robin (Ice Suit) is available for Free Play.
- The Ace Chemicals Story level is available.
- The Arkham Asylum Free Play level is available.



Levels

Level 5: Ace Chemicals

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 38,000	DS: 42,000
3DS/PS Vita: 48,000	3DS/PS Vita: 52,000

Stage Collectibles

Item	Mode	Notes
Minikit: Clark Kent	Free Play	Use a heat attack to destroy the gold LEGO hatch at the start of the level. Ride the current and use Poison Ivy to clear the vines.
Soundbite #5 - Harley Quinn	Story	Smash the green tanks near the start of the level. (DS)
Minikit: Freeze Goon	Story	Use Robin's Hazard Suit to search the toxic materials past the neutralized chemicals.
Minikit: Black Mask	Story	Use the Hazard Suit's liquid cannon to clean the four toxic puddles.
Minikit: Vicki Vale	Free Play	Use Green Lantern to manipulate the green LEGO pipe near the blue grate. Pull the switch and jump on the fan.
Red Brick: x2 Stud Multiplier	Story	Collect this item when you step onto the lift.
Minikit: Captain Cold	Story	After you take the lift, assemble the bricks near the grate, pull the switch, and use a sticky bomb to destroy the silver LEGO crate.
Nintendo 3DS/PlayStation VITA		
#5 - Harley Quinn:	Free Play	Use a character with heat vision to open the gold hatch in the flooded passage. (3DS/Vita)

Objective 1, Part 1: Investigate the Crime Scene

Batman and Robin have arrived at Ace Chemicals to investigate a reported break-in. The factory is filled with breakable objects and a variety of hazards, so use caution as you explore each area.

At the start of the level, move toward the bottom of the screen and drop down through the gap in the railing. The gold LEGO hatch can't be destroyed during story mode, but there are some studs to collect in the area.

Smash the container and use the bricks to build a grapple handle, then grapple back up to the ledge.

Free Play

Minikit: Clark Kent

During Free Play, use a character with a heat attack to destroy the gold LEGO hatch.

Hop onto the exposed fan and ride the current up to the drain pipe. Use Poison Ivy to clear the vines away from the minikit.

After you collect this item, Clark Kent can be purchased for 20,000 studs.

Smash the container near the suit signal and use the pieces to build a computer console.

Switch to Robin and hack the terminal to drop the glass blocking the way, then hop onto the signal to equip the Hazard Suit. Continue to the right and search the area for studs and breakable objects.

Soundbite #5 - Harley Quinn

Locate the green tank near the stairs, just past Robin's suit signal.

Smash the tank to reveal some studs and a soundbite.

After you collect this item, Soundbite #5 - Harley Quinn can be purchased for 5,000 studs.

Note

This soundbite is only found while playing the Nintendo DS version of the game. Please refer to Page 298 for its location on the 3DS/Vita platform.

Follow the studs up the steps and grapple onto the grapple handle. Slide the block out from the wall to retract the walkway to the right.

Drop into the water and pull the switch to raise the chemical vat out of the water. Swim up to the surface, hop up to the vat, then turn the wheel to drain the chemicals. When you do, goons start rappelling down from the ceiling.

After you defeat the goons, use the security keycard in the console to the right. Search the area for any remaining studs, then move on to the next area.

Ace Chemicals 3DS/Vita Exclusive Scene

Caution

The following are exclusive to the 3DS and Vita platforms.

Upon entering the room, our heroes are greeted by some of the Joker's goons. Let them know how excited you are to see them.

After the first wave of the goons are defeated, follow the path to cross the bridge that one of the heavy goons just kicked down. Take care of these thugs and continue on to the platform.

Two levers are on the platform. Pull one of them and have your partner pull the other at the same time to make a suit signal rise from a trap door within the floor.

Have Batman jump onto the suit signal to equip the Electric Suit.

After a brief cinematic, switch to Robin and use his liquid cannon to put out the fire around the elevator wreckage.

When the fire is extinguished, switch to Batman and climb the electrified ladder. At the top of the ladder there is an electrical switch. Drain its charge and jump south across the gap to the platform on the other side.

Follow the path around the bend. The second chemical tank is here, but it is behind a fence. Approach the electrical switch to the right of the fence and discharge the energy stored in Batman's suit to open it.

Tip

While in Free Play, switch to a character with explosives to destroy the silver hatch to the right. It conceals a fan that will lift your character up into the air through a chain of studs, including a blue one!

Turn the valve to drain the tank of its contents. Once you've done this, some of the Joker's goons try to ambush you again.

After defeating the goons, don't forget to take the keycard that they leave behind!

With the keycard in hand, head back toward the destroyed elevator. Jump across the gap and place the keycard into the console to open the nearby hatch.

Switch to Robin and dive into the hatch. Make your way through the waterlogged passage. At the end of the passage is a wheel. Turn this wheel to drain the water from the passage, which allows Batman to join you.

Free Play

Soundbite #5 - Harley Quinn

See the gold hatch near the wheel you used to drain the passage? During Free Play, switch to a character with heat vision after clearing the water and destroy the hatch.

Out of the hatch pops Harley Quinn's soundbite!

After you collect this item, Soundbite #5 – Harley Quinn can be purchased for 5,000 studs.

Waiting for you outside the passage are some heavy goons. Beat them down and then search the platform for breakable objects and studs.

Head to the right side of the room and break open the container to reveal some bricks. Build these into a suit signal for Robin.

Equip Robin with his Magnet Suit and then proceed along the magnetic walkway.

Once you are at the top of the walkway, move left and jump down to the platform below. Break the yellow container near the edge to reveal some bricks that you can build into a grapple point. Build them to let Batman join you.

Pulling the two switches along the back wall opens a fan. Jump into its stream of air to get a boost up to the chemical tank on the landing above.

Wait for Batman to join you because you need his help to drain the chemicals. Turn both valves at the same time to release the tank's contents.

More goons arrive after the tank has been drained. Dispense a little trademark justice and then head through the doors to the next area.

Objective 1, Part 2: Investigate the Crime Scene

The next room contains a mix of enemies. Clear out the area to the right of the entrance, then head down the steps to deal with the remaining goons.

Tip

Remember to stun heavy goons before you attempt to grab them. Watch out for enemies in striped shirts!

After you clear the area, move back to the steps along the left wall. Turn the wheel to open the three vats to the right.

Nintendo 3DS and PlayStation Vita Strategy

After clearing the room of enemies, turn the wheel on the chemical tank near the steps. This causes the three pools to fill with yellow, purple, and green chemicals. Robin is still wearing his Magnet Suit though, so he'll need to don more appropriate attire to use these chemicals.

Along the left wall is an electrical switch. Use Batman to absorb the energy from this switch. Now head to the right side of the platform and use the electrical charge on the inactive switch there.

Turning on the switch causes a platform to rise from the green chemical pool on the right. On this platform is a Hazard Suit signal for Robin. Jump onto the switch to swap suits. Now you can use the three chemical pools you filled earlier.

Move Robin into the first vat of chemicals, then spray the matching hatch with the Hazard Suit's liquid cannon. When the tank near the back wall is full, the hatch closes. Repeat the process with the remaining chemical vats.

When the three tanks along the back wall are full, the chemicals mix to neutralize the chemicals to the right. Before you head into the water, break the nearby container and use the bricks to build a suit signal.

The following strategy does not apply to the 3DS or Vita versions of the game.

Move Batman onto the signal to equip his Electric Suit, then move to the left.

Use Batman's Electric Suit to drain the charge from the electricity switch near the steps, then move back to the right. Place the charge in the switch past the suit signal to raise a platform above the water.

Nintendo 3DS and PlayStation Vita Strategy

Once the three tanks are filled, the chemicals mix and make a concoction that neutralizes the chemicals in the large pool off the right side of the platform. Now the Dynamic Duo can cross safely!

When you're ready, hop into the water and swim across to the unshielded conduit. Grab the hang bar and hop up to the ledge.

Face the background and sharpshoot the target above the gate. After the gate opens, drain the charge from the electricity switch to cut the power to the conduit. Search the area for studs and breakable objects.

Destroy the containers in the middle of the area, but grab the nearby minikit before you use the exposed action reticle.

Minikit: Freeze Goon

Use Robin's Hazard Suit to safely explore the toxic chemicals near the back wall. There's a minikit behind the fence to the right.

After you collect this item, the Freeze Goon can be purchased for 3,000 studs.

Exit the toxic materials, then have your buddy grapple onto the blue barrels. After the barrels slide out from the wall, use them to climb up to the ledge.

Turn the wheel to drain the vat along the back wall. When you do, enemies begin rappelling into the room. Defend yourself from the enemies near the vat, then jump down and take care of the heavy goons below you. Search the area for studs and breakable objects, then head through the doors to the right.

After a brief cinematic, heavy goons start attacking. Clear the enemies out of the area, then use the small pool of water to fill the Hazard Suit's tank.

Minikit: Black Mask

After you fill Robin's tank, use the liquid cannon to clean the toxic puddles surrounding the pool of water.

When you clear away all four puddles, a minikit appears near the rear wall.

After you collect this item, Black Mask can be purchased for 50,000 studs.

Use Robin's liquid cannon to extinguish the flames along the back wall. Smash the revealed container, then use the bricks to build a suit signal. When you're ready, move Robin onto the signal to remove the Hazard Suit.

Caution

Make sure you clean the toxic puddles before you use the suit signal—don't surrender the Hazard Suit until you're done with the liquid cannon.

Place the charge from Batman's suit into the electricity switch near the back wall. Switch back to Robin and use the extended acrobat poles to traverse the gap.

When you reach the next ledge, defend yourself from the nearby enemy. When the area is clear, use the bricks to build a computer terminal.

Caution

When you finish building the terminal, two more enemies appear in the area. Be ready to defend yourself!

Hack the terminal to trigger a brief cinematic, then switch to Batman and follow the studs across the extended bridge.

After you cross the bridge, search the area for studs and breakable objects. Move to the back-right corner and use the pile of bricks to build a wheel. When you turn both wheels at the same time, more bricks slide out of the nearby pipe.

Assemble the bricks, then move Batman onto the signal to equip his Power Suit.

Use a sticky bomb to destroy the silver LEGO door, then grab the strength handles to smash through the revealed bars. When you're ready to continue, follow the path to the next area.

When you enter the next area, an explosion tears a hole in the walkway. Drop down to find some studs on the walkway below you. Smash the container and use the bricks to build a grapple handle, then grapple back up to the main path.

Tip

The fire on the lower walkway is hiding some valuable studs. During Free Play, use a freeze attack or Aquaman's water jet to extinguish the flames before you return to the main path.

When you reach the end of the walkway, use the strength handles to destroy the bars. Switch to Robin, then climb the acrobat wall to the next walkway.

Caution

When you reach the top of the acrobat wall, watch for ranged attacks from the left. Deal with the attacking goons as quickly as possible.

Smash the container at the top of the acrobat wall and use the bricks to build a grapple handle.

Switch to Batman and grapple up to the walkway. Follow the path around the tank and up to the smokestack. Use a sticky bomb to destroy the smokestack's silver LEGO base.

After the explosion, hop onto the toppled smokestack and follow the studs to the next walkway. Deal with the nearby enemies and follow the path to the next area.

When you reach the water, smash the container to the right and use the bricks to build a suit signal.

Move Robin onto the signal to equip his Hazard Suit, hop into the water to fill the suit's tank, then use the liquid cannon to extinguish the nearby flames. After you put out the fire, smash the nearby container to reveal some bricks.

Assemble the bricks, then use the switch to drop the ladder into position. Climb up to the ledge and pass through the toxic fumes to the right.

Use the bricks past the gas to assemble another switch. Hop onto the switch to shut off the gas and allow your buddy to follow.

Move to the end of the ledge and pull the two levers at the same time. After the crate swings into range, jump through the studs to the right to trigger a cinematic.

Objective 2: Escape from the Fire

After the cinematic, Superman replaces Robin in your party. Search the area for studs and breakable objects, then use Batman's sticky bombs to destroy the silver LEGO grate on the back wall.

After the explosion, move Superman to the nearby red arrows and fly up to the ledge. Jump into the air, then press and hold the Jump button before you land to activate the ability. When you land, two heavy goons rappel down from the ceiling. Clear out the enemies and move to the exposed pipe in the back wall.

Grab the strength handles to burst the pipe, then freeze the water with Superman's freeze breath. Move Batman up the LEGO ice and move to the right.

Follow the studs past the blue grate to find an X-ray wall near the end of the walkway.

Free Play

Minikit: Vicki Vale

During Free Play, jump down from the walkway to find a green LEGO pipe. Use Green Lantern to transform the pipe into a switch.

Pull the switch to open the blue grate, then hop onto the fan to automatically collect a minikit. After the upper grate opens, move out of the current to return to the walkway.

After you collect this item, Vicki Vale can be purchased for 10,000 studs.

When you reach the end of the walkway, move Superman onto the action reticle and activate his X-ray vision. Switch to Batman and turn each of the two wheels to align the wires and trigger a cinematic.

Drop down to the two wheels below the ledge and turn them both at the same time. After the doors swing open, two heavy goons enter the room. Clear out the enemies, make a final sweep for studs and breakable objects, and move on to the next area.

The next room has more red arrows on the back wall. Before you fly up to the ledge, locate the silver LEGO crate to the right.

Use Batman's sticky bombs to destroy the crate, then assemble the bricks to create a switch. Pull the switch to expose a red LEGO wall on the walkway above you. Switch to Superman and use his freeze breath to put out the nearby flames.

Note

The flames can be extinguished through other means, but using Superman ensures you are in place to collect the resulting studs.

Move to the red arrows in the room's back left corner and fly up to the ledge. Follow the walkway to the red LEGO wall, then use Superman's heat vision to cut through it. Smash the exposed pipe to cause a leak, then freeze the water with Superman's freeze breath.

Switch to Batman and climb the ice up to the walkway. Follow the path to the right, then use a sticky bomb to destroy the silver LEGO crate along the back wall. After the explosion, grab the security keycard and drop back down from the walkway.

Caution

Move to the foreground before you drop down from the railing. If you jump near the back wall, you risk landing in the fire.

Place the security keycard in the console to raise a bridge out of the flames. Follow the studs to the right and deal with the enemies across the bridge.

Search the area for studs and breakable objects. Pull the two levers at the same time to activate a waterfall. Use Superman's freezing breath on the water, then climb up to the next walkway.

Follow the walkway to the right. Deal with the goons guarding the lift, then use Batman's sticky bombs to destroy the silver LEGO bars. Smash the objects to the right to collect some more studs.

Red Brick: x2 Stud Multiplier

After you destroy the silver LEGO bars, look for the Red Brick on the lift.

After you collect this item, the ×2 Stud Multiplier can be purchased for 100,000 studs.

When you're ready, step onto on one of the lift's switches. When your buddy steps on the second switch, the lift moves to the next area.

After you step off the lift, defend yourself from the attacking goons. When you defeat the fourth enemy, a large sign falls down from the background. Before you approach the bridge, break all of the objects in the area.

Caution

The container near the back wall contains bricks for a suit signal. Don't move Batman onto the signal until you're ready to leave the area.

Minikit: Captain Cold

Assemble the bricks near the grate, then pull the lever to lift a silver LEGO crate out of the floor.

Use the Power Suit's sticky bombs to destroy the crate and reveal a minikit.

After you collect this item, Captain Cold can be purchased for 80,000 studs.

Smash the containers near the lift and use the bricks to build a suit signal. When you're ready, move Batman onto the signal to equip his Electric Suit.

After you use the suit signal, move Batman across the electrified bridge. Carefully navigate each turn as you traverse the flames.

Caution

The makeshift bridge contains some very narrow sections. Move slowly to avoid falling.

Defend yourself from the goons across the bridge, then deal with their reinforcements. When the area is clear, use the bricks near the generator to build an electric switch. Drain the charge from the switch to cut the power to the bridge.

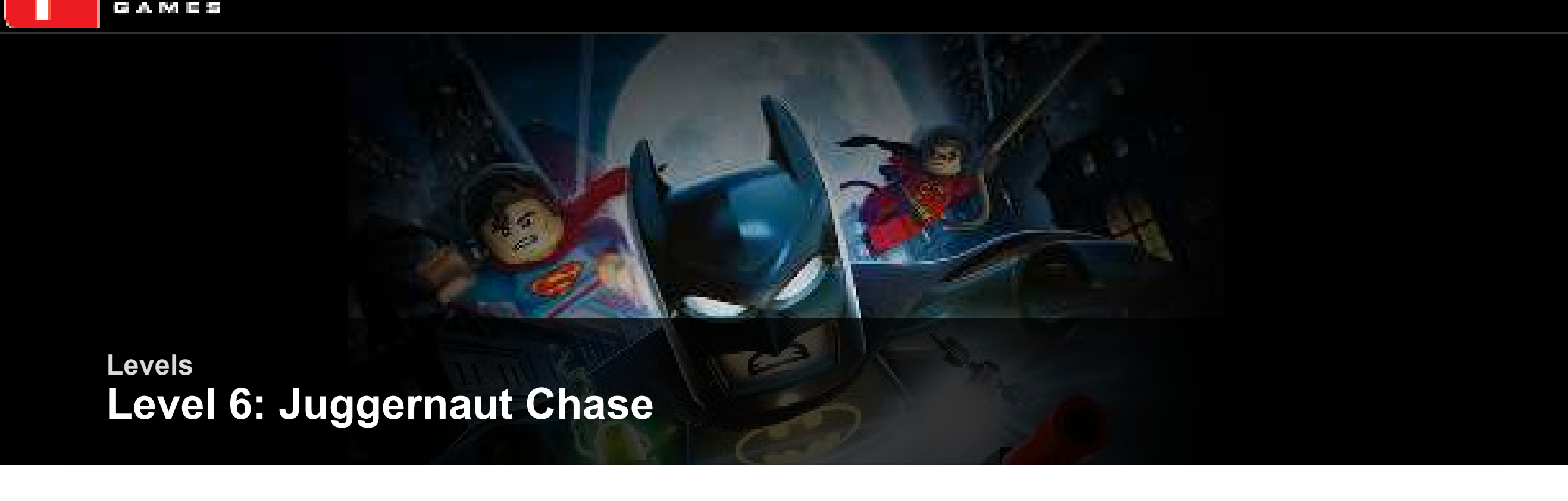
Smash the container near the grate and use the bricks to build the missing switch.

Step on one of the switches and wait for your buddy to do the same. After the container emerges from the floor, smash it and use the bricks to build a suit signal. Move Batman onto the signal to equip the Power Suit, then search the area for studs and breakable objects.

When you're ready to complete the level, use one of Batman's sticky bombs to destroy the silver LEGO crane.

Ace Chemicals Story Rewards

- Superman is available for Free Play.
- The Juggernaut Chase Story level is available.
- The Ace Chemicals Free Play level is avaiable.



Levels

Level 6: Juggernaut Chase

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 17,000	DS: 21,000
3DS/PS Vita: 17,000	3DS/PS Vita: 21,000

Stage Collectibles

Item	Mode	Notes
Minikit: Heavy Joker Goon	Story	Complete the vehicle sequence at the start of the level.
Minikit: Two-Face	Free Play	Use a heat attack to destroy the gold LEGO crate near the security camera.
Soundbite #6 - Hush	Free Play	After you reach the truck's roof, use The Flash's super-speed treadmill. Drop down through the hole to the left and destroy the containers.
Minikit: Katana	Free Play	Use heat vision to cut through the red LEGO wall on the truck's roof. Enter the room, then place the keycard in the security console. Bounce a laser beam through the prisms to destroy the gold LEGO plates.
Minikit: LexBot	Story	Drop down the hang bars at the front of the truck.
Red Brick: Regenerate Hearts	Free Play	Use a heat attack to destroy the gold LEGO panel near the Joker's device. Pass through the acrobat chute and activate the switches.
Minikit: Black Canary	Story	Collect this item when you climb the magnetic walkway at the end of the level.

Objective 1: Board the Truck

Lex Luthor and the Joker are using stolen chemicals to make artificial Kryptonite. Use the Batmobile and Robin's motorcycle to catch the mobile fortress.

Use the Batmobile's sticky bombs to destroy the silver LEGO cover on the back of the truck.

Note

The Batmobile's explosive attack works just like the Power Suit's sticky bombs. Hold the Action button to bring up the reticle, lock on to your target, and release the button to launch the explosive.

The explosion reveals a grapple handle. Switch to Robin's motorcycle and use its grappling hook to remove the truck's rear panel.

Note

The motorcycle's grappling hook and the Batmobile's rockets use the same basic controls as a character's sharpshooting ability. Hold the Attack button to bring up the reticle, lock on to your target, and release the button to fire.

When the LexBots appear, switch to the Batmobile and use its rockets to take them out. Pull up directly behind one of the attackers, take your shot, and then move over to the next enemy.

When you take out a LexBot, a shield pops up to protect his replacement. Soon after the enemies appear, bombs start falling out of the slot at the base of the truck. Try to avoid the incoming attacks, but focus on taking out the LexBots as quickly as possible.

Caution

Watch where you swerve! Additional cannons emerge from the truck if you veer outside the center lanes.

Switch to Robin's motorcycle and use its grappling hook to pull down each of the shields to expose the gunners, then switch back to the Batmobile.

Use the Batmobile's rockets to deal with the second pair of enemies. Finish them off, then dodge the truck's remaining bombs to trigger a short cinematic.

Minikit: Heavy Joker Goon

Soon after the truck drops its last bomb, it drops a minikit onto the road. Pull up behind the minikit when it appears in the slot.

After you collect this item, the Heavy Joker Goon can be purchased for 3,000 studs.

Objective 2: Find Luthor and the Joker

After you board the truck, move toward the back wall to draw some LexBots out of the enemy spawners. LexBots are very resilient enemies—try to stun them before they attack. Sharpshoot them with Batarangs and Wingdings, or use Batman's ground-pound to incapacitate them temporarily.

Caution

If a LexBot begins to spin around, run away! If the attack connects, it can knock you right off the truck!

Defeat the LexBots to destroy the enemy spawners, then use the bricks to build a suit signal.

Move Robin onto the suit signal to equip his Magnet Suit. Search the area for any remaining studs and breakable objects, then climb the magnetic walkway up to the next floor.

When you reach the end of the magnetic walkway, move to the right to draw a LexBot out of another enemy spawner.

Defeat the robot to destroy the spawner, then use the wheel near the hole in the floor to reveal a grapple handle. When the grapple handle is in place, Batman grapples up through the hole.

Enter the small room to the right and use Robin to hack the computer terminal. After the container appears, smash it and use the bricks to build a suit signal. Move Batman onto the signal to equip his Sensor Suit.

Exit the small room and approach the blue barrier. Activate the Sensor Suit's stealth ability and sneak under the security camera, then pull the switch to deactivate the barrier. Search the area for studs and breakable objects, then climb the ladder to the roof of the truck.

Free Play

Minikit: Two-Face

During Free Play, use a heat attack to destroy the gold LEGO crate near the security camera.

When the crate explodes, it reveals a minikit.

After you collect this item, Two-Face can be purchased for 100,000 studs.

When you climb onto the truck's roof, a LexBot pops out of the nearby enemy spawner.

Defeat two enemies to destroy the spawner, then move left and search for studs beyond the treadmill.

Nintendo 3DS and PlayStation Vita Strategy

After the Dynamic Duo climb to the truck's roof, a LexBot pops out of a nearby spawner. LexBots continue to spawn there, so keep dismantling them until the spawner explodes. Once you've accomplished this, head left, past the rotating satellite dish, and collect some studs.

Remember the satellite dish you just passed? Breaking the dish reveals some bricks. You can build these into a treadmill for The Flash to use during Free Play!

Free Play

Soundbite #6 - Hush

During Free Play, use The Flash's super-speed to push the treadmill to its limits. Reach the treadmill's top speed to deactivate the barrier to the left.

Drop down through opening in the roof, then smash the containers to reveal a soundbite.

After you collect this item, Soundbite #6 - Hush can be purchased for 6,000 studs.

Nintendo 3DS and PlayStation Vita Strategy

Continue moving right until you are blocked by a large air vent. Be careful here because electrically charged panels are on both sides of the vent. Switch to Robin and move down to a magnetic walkway here that bypasses the vent. Follow the path until you're on the other side.

Now that you've made it onto the other side, you must deactivate the vent so that Batman can cross. To do this, break the spinning satellite dish to reveal some bricks. Build these bricks into a switch. Press the switch to make the air vent that is in Batman's way close, allowing him to join you.

Move right to find a large vent in the truck's roof. Switch to Batman, activate his stealth ability, and sneak under the security camera. Move onto the action reticle and use the grappling hook to deactivate the camera.

After you shut down the security camera, the magnetic walkway flips into place. Switch to Robin and follow the walkway around the red LEGO wall to get past the venting air. As you move along the top of the walkway, use the suit's stud magnet ability to collect the blue studs above you.

When you reach the end of the walkway, hop onto the round switch to shut the vent.

Free Play

Minikit: Katana

During free play, use a character with heat vision to cut a hole in the red LEGO wall.

Pass through the hole to drop down to a hidden room. Defeat each of the guards as they attack to recover a security keycard.

Place the keycard in the console to raise a prism out of the floor. Move a character with heat vision onto the action reticle, then use the prism to focus the beam. The beam travels through the opening in the glass, bounces off a second prism, and destroys a gold LEGO plate.

Use the wheel to the left to adjust the beam's path, then use the prisms to destroy the remaining gold LEGO plate. The glass slides up to reveal a minikit and a stash of blue studs.

After you collect this item, Katana can be purchased for 80,000 studs.

When you reach the large turbine, use a Batarang or Wingding to sharpshoot one of the targets as it passes by. After a successful hit, the turbine slows a bit. Hit each of the three targets to stop the turbine completely.

Tip

Don't lock on to more than one target at a time. If the projectile doesn't have a clear path to the target, the hit won't count.

Nintendo 3DS and PlayStation Vita Strategy

After disabling the turbine, continue moving right. On the other side of the turbine, the path is blocked by electricity that is arcing between the two generators. Target the generators with a Batarang or a Wingding to disable them. This shuts off the flow of electricity, allowing you safe passage.

Before moving past the generators, move toward the bottom of the screen to find bars on the side of the truck that you can hold onto. Use the Action button to descend one level at a time. The bottom bar is lined with blue studs!

Move past the turbine and drop down past the grapple handles on the ledge.

When you land, sharpshoot the target on the green panel to the right. After the panel explodes, use the bricks to assemble two switches.

Step on each of the switches, then pull the lever on the wall to the left.

After the bridge slides into place, grapple back up to the main path and continue to the right.

When you reach the truck's cab, search the area for studs. Explore the hang bars to the right, then follow the studs toward the foreground.

Minikit: LexBot

When you reach the truck's cab, drop down along the hang bars to find a minikit.

After you collect this item, the LexBot can be purchased for 5,000 studs.

Follow the studs down the truck's fender and stand near the cab door. Sharpshoot the target above the green panel to reveal an X-ray wall.

Caution

Stay clear of the panel until it stops bouncing.

Move Batman onto the green panel and activate his X-ray vision. Switch to Robin and turn the nearby wheel three times to align the wires and open the door. When you're ready, enter the cab and follow the path to the left.

Smash the container just inside the door, then assemble the bricks. Pull the lever to open the next door, then move left to find Luthor and the Joker.

Objective 3: Deactivate the Device

Lex Luthor and the Joker are out of reach, but their mysterious device is another matter. When you enter the room, a LexBot pops out of an enemy spawner.

Defeat the enemy to destroy the spawner, then smash the blue orb in the corner to deactivate one of the device's beams.

Free Play

Red Brick: Regenerate Hearts

During Free Play, use a heat attack to destroy the gold LEGO panel along the back wall, then select an acrobat and pass through the exposed chute.

Step onto the round switch to open the door, then move onto one of the square switches. When your buddy steps on the remaining switch, a Red Brick appears in the alcove.

After you collect this item, the Regenerate Hearts extra can be purchased for 200,000 studs.

Stick close to the left wall and slip under the security turret. Smash the container and assemble the bricks, then pull the switch to deactivate the turret.

After you disable the turret, move onto the nearby action reticle and grapple up to the walkway. Smash the blue orb to deactivate another of the device's beams.

Approach the room's left wall to find another enemy spawner. Defeat the LexBot to trigger a brief cinematic, then smash the robotic spider to destroy the spawner.

Step on the exposed switch to disable the nearby barrier, then pull the switch near the magnetic walkway to deactivate the electrified panel.

Minikit: Black Canary

When you step on the switch to drop the barrier, a minikit appears above the electrified panel. Deactivate the panel to grab the minikit on your way up the magnetic walkway.

After you collect this item, Black Canary can be purchased for 100,000 studs.

Search the area for any remaining studs, then switch to Robin and climb the magnetic walkway. Drop down to the platform and smash the blue orb to deactivate the device and complete the level.

Juggernaut Chase Story Rewards

- The Batcave Story level is available.
- The Juggernaut Chase Free Play level is available.

Levels

Level 7: The Batcave

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 20,000	DS: 20,000
3DS/PS Vita: 20,000	3DS/PS Vita: 20,000

Stage Collectibles

Item	Mode	Notes
Minikit: Alfred Pennyworth	Story	When the level starts, drop down to the dock and break all four lights.
Minikit: Batman (Classic Suit)	Free Play	Use a heat attack to destroy the gold LEGO stalagmite. Assemble the electricity switch, then move the charge from the switch to the right.
Soundbite #7 - Killer Croc	Free Play	Use a character with the sink ability to search underwater.
Minikit: Batgirl	Story	Extinguish the flames on the last bridge, then smash the nearby container.
Minikit: Nightwing	Story	Use sticky bombs to destroy all three clusters of silver LEGO bricks in the Batcave's shaft.
Red Brick: Detect Minikit	Free Play	Use Green Lantern to manipulate the cluster of green LEGO bricks in the shaft.
Minikit: Poison Ivy Goon	Free Play	Use Poison Ivy to control the vines near the exit, then smash the container.

Objective 1: Escape the Lower Level

When Lex Luthor and the Joker invade the Batcave, Batman and Robin must scramble to defend themselves. When the level starts, collect the studs located near the left wall.

Caution

At the start of the level, the bridge to the next platform is electrified. Keep your distance!

Minikit: Alfred Pennyworth

Follow the ladder down to the water and smash the four lights near the small dock.

When you destroy all four lights, a minikit appears at the center of the platform.

After you collect this item, Alfred Pennyworth can be purchased for 10,000 studs.

After you collect all the loose studs, smash the container near the tanks and use the bricks to build a switch. When you pull the switch, several acrobat poles extend out from the wall.

Free Play

Minikit: Batman (Classic Suit)

During Free Play, use a heat attack to destroy the gold LEGO stalagmite near the tanks. Assemble the bricks to create an electricity switch.

Select Batman (Electric Suit) and run across the bridge to the right. Drain the charge from the switch on the next platform and move back to the left.

Place the charge in the switch near the tanks to gain access to a minikit and several studs.

After you collect this item, Batman (Classic Suit) can be purchased for 100,000 studs.

Note

If you've already purchased the Joker, his buzzer can power the electricity switch without an existing charge.

Switch to Robin and use the acrobat poles to reach the Batcopter platform.

Nintendo 3DS and PlayStation Vita Strategy

When you land on the Bat-copter platform, LexCorp heavy goons are waiting to ambush you. Be sure to let them know that they're not welcome in the Batcave!

Smash the container on the platform's left edge, then use the bricks to build a switch. Pull the switch to extend a grapple handle, then switch to Batman and grapple up to the platform.

Smash the console across the landing pad and use the bricks to build a suit signal. Move Batman onto the signal to equip his Electric Suit.

Drop back down to the ground and move Batman across the electrified bridge.

Drain the charge from the electricity switch on the next platform to cut the power to the bridge. As your buddy catches up to you, smash the nearby container and use the pieces to build a computer terminal.

Use Robin to hack the terminal and extend the next bridge, then follow the studs to the right.

As you approach the electrified platform, switch back to Batman. Smash the container at the end of the bridge, then use the bricks to build a switch. Pull the switch to cut the power to the platform.

The flames prevent you from assembling the nearby bricks. Continue to the right and return to this platform after you have a way to put out the fire.

Free Play

Soundbite #7 - Killer Croc

During Free Play, select any character with the ability to sink, then drop from the front of the platform.

Search the water at the base of the platform to find a soundbite.

After you collect this item, Soundbite #7 - Killer Croc can be purchased for 7,000 studs.

Follow the studs along the next bridge to find another container. Smash the container and use the bricks to build a suit signal.

Move Robin onto the signal to equip his Ice Suit. Continue across the bridge to find more flames.

Minikit: Batgirl

Use the Ice Suit's freeze cannon to extinguish the flames.

Smash the container to reveal a minikit.

After you collect this item, Batgirl can be purchased for 100,000 studs.

When you're finished exploring the Batcave's lower level, return to the flaming bricks. Use Robin's freeze cannon to put out the fire, then assemble the bricks to create a suit signal.

Move Batman onto the signal to equip his Power Suit, then approach the silver LEGO debris in the background. When you're ready, use a sticky bomb to clear the path to the shaft.

Objective 2: Climb the Shaft

Note

When you reach the Batcave's upper levels, Superman joins your party. You now have access to three characters, but only two of them can be active at one time.

After the cinematic, use Batman's sticky bombs to destroy the silver LEGO debris to the right.

Switch to Superman and use his heat vision to cut a hole in the red LEGO wall. Before you pass through the wall, search the rest of the walkway for studs and breakable objects.

Tip

Use a freeze attack to extinguish the flames at each end of the walkway.

When you're ready, step through the red LEGO wall and grapple up along the ledges.

When you reach the next walkway, smash the container to the right and use the bricks to assemble a suit signal. Move Robin onto the signal to remove his Ice Suit.

Silver Brick Cluster 1/3

Before you leave the suit signal, use Batman's sticky bombs to destroy the cluster of silver LEGO bricks on the cave wall. Destroy all three clusters of LEGO bricks to reveal a minikit.

Search the area for studs, then move back to the left. When you reach the flames, use Superman's freeze breath to clear the path.

Switch to Robin and pass through the acrobat chute near the end of the walkway.

When you exit the chute, move along the acrobat poles to the right.

When you land, move right to find a container near a cluster of gold LEGO bricks. Smash the container and assemble the bricks to create a grapple handle for your buddy. Switch to Superman and use his heat vision to clear the gold bricks away from the wall.

Follow the studs up the LEGO wall, then jump over to the walkway. When you land, follow the path to the left.

Silver Brick Cluster 2/3

The second cluster of silver LEGO bricks is located along the walkway's curve. Use Batman's sticky bombs to destroy them before you continue.

When you reach the end of the walkway, use Superman's freeze breath to extinguish the flames and reveal an action reticle. When the path is clear, grapple up to the next walkway.

Approach the gap to the right, then use Superman's heat vision to destroy the cluster of gold LEGO bricks to reveal a grapple handle.

Grapple across the gap and move to the right. Smash the container at the end of the path, then grapple up to the next walkway. Follow the path to find a cluster of silver bricks near a cluster of green bricks.

Silver Brick Cluster 3/3

After you grapple up to the walkway, use one of Batman's sticky bombs to destroy the cluster of silver LEGO bricks on the wall.

Minikit: Nightwing

When you destroy all three clusters of silver LEGO bricks, a minikit appears on the walkway.

After you collect this item, Nightwing can be purchased for 300,000 studs.

Free Play

Red Brick: Minikit Detector

During Free Play, use Green Lantern to transform the green LEGO bricks into a jackhammer.

When the jackhammer breaks through the wall, it reveals a Red Brick.

After you collect this item, the Minikit Detector extra can be purchased for 250,000 studs.

Continue to the end of the walkway, then use Robin to climb along the acrobat poles.

When you reach the next walkway, move right to find a container near a set of strength handles. Smash the container and use the bricks to build a grapple handle for your buddy.

Switch to Superman and turn the strength handles. After the waterfall appears, freeze it with Superman's freeze breath.

Climb the waterfall to reach the top of the shaft. Check each end of the walkway to find some valuable studs, then head up the steps and grab the studs near the exit.

Nintendo 3DS and PlayStation Vita Strategy

Climb the frozen waterfall to reach the platform above. Two goons are waiting for you, so dish out some justice before snagging all the studs that are here.

Use Batman's sticky bombs to destroy one of the silver LEGO pipes near the exit, then use the bricks to build a wheel.

Free Play

Minikit: Poison Ivy Goon

During Free Play, use Poison Ivy to retract the vines near the exit.

Smash the exposed container to reveal a minikit.

After you collect this item, the Poison Ivy Goon can be purchased for 3,000 studs.

Destroy the remaining silver LEGO pipe with Batman's sticky bombs, then assemble the bricks to create a second wheel. Turn both wheels at the same time to open the exit. When you're ready, follow the studs out of the Batcave to complete the level.

The Batcave Story Rewards

- The Assault the VTOL Story level is available.
- The Batcave Free Play level is available.

Levels

Level 8: Assault the VTOL

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 20,000	DS: 28,000
3DS/PS Vita: 20,000	3DS/PS Vita: 28,000

Stage Collectibles

Item	Mode	Notes
Minikit: Shazam	Free Play	Use Green Lantern to transform the green LEGO pipe just inside the aircraft. Summon and destroy three containers.
Soundbite #8 - Killer Moth	Free Play	Use an explosive attack to destroy the silver LEGO wheel just inside the aircraft.
Minikit: Vixen	Free Play	Pass through the acrobat chute near the first Kryptonite containers.
Minikit: Commissioner Gordon	Free Play	Use Aquaman’s water jet to fill the tank in the rocket room.
Red Brick: Invincibility	Free Play	Hack the terminal in the rocket room, then use Cyborg or Martian Manhunter to destroy the gold LEGO plates in the hidden area.
Minikit: Captain Boomerang	Free Play	Use a stealth character to sneak past the security camera in the rocket room, then sharpshoot the targets in the hidden area.
Minikit: Talia Al Ghul	Free Play	Use a stealth character to sneak past the security camera in the rocket room. Use Aquaman’s water jet to clear the toxic puddles, then smash the barrels.

Objective 1: Reach the Inner Chambers

After raiding the Batcave, Lex Luthor and the Joker absconded with a large supply of Kryptonite. To break through Luthor’s formidable defenses, Batman and Superman must join forces. When the level starts, collect the studs from the edge of the ramp.

There’s a grapple handle on either side of the door. Use Batman’s grappling hook to pull one of the grapple handles off the aircraft, then repeat the process on the other side of the ramp.

Nintendo 3DS and PlayStation Vita Strategy

Take note of the grapple handles on either side of the door. Before using these, be sure to rid the deck of interference by knocking out the two goons by the door. Once you’ve given them the boot, use Batman’s grappling hook to target the grapple handles and rip them off, exposing the gold LEGO plates underneath.

Switch to Superman and target the gold LEGO plates with his heat vision. Destroy both plates to deactivate the force field that is in front of the door.

Once both plates are destroyed, two goons rappel down to the ramp. Show them the same welcome that you did the previous baddies.

Switch to Superman and use his heat vision to destroy both of the gold LEGO plates to deactivate the barrier.

Approach the entrance and use Batman to sharpshoot the two targets above the door.

Switch to Superman and use his heat vision to cut through the exposed red LEGO wall. Collect any remaining studs from the area, then go into the aircraft.

The first room contains several containers. Smash the crate near the entrance to reveal a LexBot. Defeat the enemy, then smash the crate near the back wall to find another LexBot.

Nintendo 3DS and PlayStation Vita Strategy

The first room you encounter holds several containers. LexBots are hiding inside the two green crates in the center of the room. Before you break these open, though, be sure to take out the two Luthor goons in the room. Break one crate at a time to make the fight against the LexBots easier.

Smash the third crate to reveal a some bricks, then use them to build a suit signal. Move Batman onto the signal to equip his Electric Suit, then sweep the room for studs and breakable objects.

Free Play

Minikit: Shazam

During Free Play, use Green Lantern to manipulate the green LEGO pipe along the room’s right wall.

After you create the switch, use it to raise a container out of the nearby grate. Smash the container, then pull the switch again.

Smash the second container, then pull the switch to bring a third container to the surface. Destroy the third container to reveal a minikit.

After you collect this item, Shazam can be purchased for 100,000 studs.

Move to the vault door in the room’s rear left corner. Use Superman’s heat vision to destroy the wheel at the center of the door.

Grab the studs from the vault, then use Batman’s Electric Suit to drain the charge from the switch.

Exit the vault and move right. Head around the scaffolding and place the charge in the electricity switch near the next vault. When the scaffolding lowers, step on and ride up to the ledge.

Free Play

Soundbite #8 - Killer Moth

During Free Play, use an explosive attack to destroy the silver LEGO wheel near the electricity switch.

After the explosion, enter the vault and move left to find a soundbite.

After you collect this item, Soundbite #8 - Killer Moth can be purchased for 8,000 studs.

Step off the scaffolding and smash the containers to the right. Use the bricks to build a wheel, then smash the containers to the left.

Assemble the bricks to create a second wheel. Turn both wheels at the same time to open the door. When you’re ready, follow the path to the next area.

When you reach the next room, move toward the back wall to trigger a short cinematic. Two goons run in to attack while nearby containers slide open to reveal some Kryptonite. After you defeat the first two enemies, some LexCorp heavies slide into the room.

Note

Like heavy goons, LexCorp heavies can be grabbed only while they’re stunned. These tougher guards can be recognized by the white goggles attached to their helmets.

Superman looses his abilities and immunities when he’s exposed to Kryptonite. Remember to adjust your tactics!

When you defeat the second pair of enemies, a door on the left wall opens to reveal two more. Defeat the LexBot and LexCorp heavy, then enter the alcove and drain the charge from the electricity switch.

Free Play

Minikit: Vixen

During Free Play, use an acrobat character to pass through the chute on the left wall.

When you exit the chute, move left to find a minikit above the alcove.

After you collect this item, Vixen can be purchased for 80,000 studs.

When you absorb the charge from the electricity switch, the Kryptonite containers slide shut. Move to the LEGO wires on the back wall and use Superman’s heat vision to cut them.

After the door opens, move into the hall and place the charge from Batman’s suit into the electricity switch. When the exit opens, collect the nearby studs and climb the ladder to the next area.

Objective 2: Find Joker and Luthor

When you reach the next room, two LexBots move in to attack. Deal with these enemies, then search the room for studs and breakable objects.

Free Play

Minikit: Commissioner Gordon

During Free Play, use Aquaman’s water jet to fill the tank on the left wall.

Keep spraying until a minikit appears in the tube across the room.

After you collect this item, Commissioner Gordon can be purchased for 20,000 studs.

Nintendo 3DS and PlayStation Vita Strategy

Be ready because waiting in the next room are two LexBots and a LexCorp heavy. Crash this party by taking care of the LexBots first, then pummeling the LexCorp heavy that remains. Once the threat is gone, search the room for studs.

Free Play

Red Brick: Invincibility

During Free Play, use a hacker character to hack the computer terminal along the left wall. After the nearby door opens, enter the hidden area.

Follow the walkway as it circles the room and clear out the LexCorp heavies. When it’s safe, locate the case across from the entrance. Select Cyborg or Martian Manhunter, then use the heat vision ability to destroy both of the gold LEGO plates on the wall.

The nearby Kryptonite prevents Superman (or any other Kryptonian) from using the heat vision ability. Although Azrael’s flame gun can destroy the plates, it’s a much less precise heat attack.

When you destroy both gold plates, the case opens to reveal a Red Brick.

After you collect this item, the Invincibility extra can be purchased for 20,000,000 studs.

Free Play

Minikit: Captain Boomerang

During Free Play, use any character with the stealth ability to slip past the security camera on the room’s right wall.

After you enter the hidden room, move right and deal with the LexCorp heavies in your path. When you reach the LexCorp logo, use the sharpshoot ability to hit the three mounted targets.

When the logo shatters on the ground, it reveals a minikit.

After you collect this item, Captain Boomerang can be purchased for 20,000 studs.

Free Play

Minikit: Talia Al Ghul

After you destroy the LexCorp logo, continue along the walkway. Use Aquaman’s water jet to clear away the toxic puddles.

Smash the barrels along the back wall to reveal a minikit.

After you collect this item, Talia Al Ghul can be purchased for 100,000 studs.

Tip

The room past the security camera contains several breakable objects. Make sure you smash them all.

After you smash the green crate near the room’s entrance, use the bricks to build a suit signal.

Move Batman onto the signal to equip his Power Suit, then use its sticky bombs to destroy the silver LEGO crates near the center of the room.

Assemble the bricks from both crates to build a crank on either side of the hatch. Turn both cranks to open the hatch and raise a rocket out of the floor.

Switch to Superman and use his heat vision to destroy the gold LEGO disc on the back of the rocket.

When the rocket blasts through the door, more LexCorp heavies enter the room. Clear out the enemies, then use Superman’s freeze breath to put out the flames.

There are two sets of strength handles near the exit. Turn both sets at the same time to open the door, then follow the path to the next area.

Objective 3: Survive the Ambush

After the cinematic, defend yourself from the attacking goons.

When you defeat the goons, two LexBots appear from a hidden alcove to the right. Defeat the new arrivals, then take care of the reinforcements from the alcove to the left.

After you clear out the enemies, search the room for studs and breakable objects. Place the LexBots’ security keycard into the console to reveal the prisms along the back wall. Use the nearest prism to bounce Superman’s heat vision behind the barrier.

After you destroy the gold LEGO plate, repeat the process with the other prism. Destroy both gold plates to move a grapple handle into place. When you’re ready, move to the action reticle and grapple up to the ledge.

Smash the breakable objects and collect the studs scattered around the area, then use Batman’s sticky bombs to destroy the silver LEGO vents near the back wall.

When you’re ready, drop down through the hole to complete the level.

Assault the VTOL Story Rewards

- Attack on LexCorp Story level is available.
- Assault the VTOL Free Play level is available.

Levels

Level 9: Attack on LexCorp

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 12,000	DS: 15,000
3DS/PS Vita: 13,000	3DS/PS Vita: 14,000

Stage Collectibles

Item	Mode	Notes
Minikit: Huntress	Free Play	Pass through the acrobat chute in the reception area, then use heat vision to destroy the red LEGO wall.
Soundbite #9 - Mad Hatter	Free Play	Pass through the acrobat chute in the reception area, then sharpshoot the three targets on the LexCorp logo.
Minikit: Lois Lane	Free Play	Hack the computer terminal in the reception area.
Minikit: Lex Luthor	Free Play	Pass through the acrobat chute near the Deconstructor, then hack the nearby computer terminal.
Minikit: LexCorp Security	Free Play	Use Lex Luthor’s Deconstructor to destroy all three black LEGO Superman statues.
Red Brick: Red Brick Detector	Free Play	Climb the acrobat wall near the computer terminal and pull the switch at the top. Enter the hidden room and use stealth to reach the switch past the security cameras.
Minikit: Superboy	Story	Smash the four destructible buildings in the model room.

Objective 1: Defeat the LexCorp Receptionist

When Batman and Superman arrive at LexCorp, the receptionist greets them with a giant robot.

Nintendo 3DS and PlayStation Vita Strategy

The LexCorp receptionist sure knows how to prepare a welcome party! After she flees the scene, you are confronted by several waves of LexCorp’s regular and heavy thugs. Fight through each wave that arrives. After the seventh wave, the receptionist returns—as a giant, heavily armed robot!

When the cinematic ends, run toward the bottom of the screen to avoid the incoming projectiles. The receptionist has limited range, so keep your distance and wait for a break in the fire.

When the receptionist stops shooting, move Batman up to her desk. Wait for the robot’s chest panel to slide open, then use a Batarang to sharpshoot the exposed target.

The impact overloads the robot, forcing it to slump forward. Switch to Superman and hop onto the desk. Use the strength handles to tear off one of the robot’s guns.

Run back out of range while the receptionist regains control of the robot. Wait for a break in the gunfire, then run back to the desk and repeat the process. Use Batman to sharpshoot the robot’s target, then switch to superman and tear off the remaining gun.

After you destroy both guns, the receptionist loses control of the robot. Switch to Batman and wait for the robot to spin around. Move onto the action reticle and grapple onto the robot’s rear panel.

After you remove the panel, the robot’s gold LEGO core is exposed. Use Superman’s heat vision to destroy the core and defeat the receptionist.

When the robot explodes, it leaves a suit signal in its place. Move Batman onto the signal to equip his Power Suit.

Use the bricks flanking the signal to build two wheels, then use Batman’s sticky bombs to destroy the silver LEGO door. The explosion reveals an X-ray wall.

Move Superman onto the action reticle and activate his X-ray vision. Switch to Batman and approach the wheel to the left of the door. Turn the wheel two times to partially align the wires.

Move to the right and turn the remaining wheel three times. After you align the wires, pull the nearby switch to open the doors on either side of the room.

Clear the security guards out of the area, then climb the stairs on the room’s right side. Search the enclosed walkway for studs and breakable objects as you follow it around the room’s perimeter.

Free Play

Minikit: Huntress

During Free Play, use an acrobat character to pass through the chute just past the steps on the room’s right side.

After you exit the chute, use a character with heat vision to cut the LexCorp logo out of the nearby red LEGO wall.

When the wall shatters, it reveals a minikit inside the alcove.

After you collect this item, Huntress can be purchased for 100,000 studs.

Free Play

Soundbite #9 - Mad Hatter

After you pass through the chute in the reception area, follow the path to find some targets on a LexCorp logo.

Sharpshoot all three targets to destroy the logo and reveal a soundbite.

After you collect this item, Soundbite #9 - Mad Hatter can be purchased for 9,000 studs.

Smash the containers along the wall as you follow the walkway to the left. When you reach the silver LEGO console, use one of Batman’s sticky bombs to destroy it.

After the explosion, switch to Superman and use his heat vision to cut through the exposed LEGO wires.

The strength handles flanking the nearby elevator are blocked by special LEGO bricks. Use Superman’s heat vision to destroy the gold LEGO bricks to the right of the elevator.

Use Batman’s sticky bombs to destroy the silver LEGO bricks to the left of the elevator.

Turn both sets of strength handles at the same time to open the elevator. Before you leave the area, makes sure you explore the rest of the walkway.

Free Play

Minikit: Lois Lane

During Free Play, use a hacker character to hack the computer terminal in the enclosed walkway.

When you input the correct sequence, the nearby door opens to reveal a minikit.

After you collect this item, Lois Lane can be purchased for 10,000 studs.

Make a full pass around the reception area to search for studs and breakable objects, then use the open elevator to leave the area.

Objective 2: Power the Deconstructor

When you step off the elevator, the nearby Kryptonite beams render Superman powerless.

Free Play

Superman Statue 1/3

During Free Play, use Lex Luthor’s Deconstructor to destroy the black LEGO Superman statue near the elevator. Destroy three Superman statues to reveal a minikit.

Use Batman to pass through the Kryptonite beams, then smash the power source on the back wall.

When the beams power down, switch to Superman and use his heat vision to destroy the gold LEGO column to the right.

Use the bricks from the column to build a suit signal. Move Batman onto the signal to equip his Electric Suit, then run through the electricity to the right.

After you pass through the currents, drain the charge from the electricity switch to clear the path for your buddy.

Move right to find a giant Deconstructor near a black LEGO door. Collect the studs in the area, then continue along the path.

Free Play

Minikit: Lex Luthor

During Free Play, use an acrobat to pass through the chute near the black LEGO door.

When you exit the chute, move to the left. Hack the computer console to reveal the minikit behind the nearby door.

After you collect this item, Lex Luthor can be purchased for 500,000 studs.

Free Play

Superman Statue 2/3

The second Superman statue is located near the black LEGO door. During Free Play, use Lex Luthor’s Deconstructor to destroy the statue.

Some very hot exhaust is venting across the path. Move Superman through the first exhaust stream, then use his heat vision on the gold LEGO pipes on the back wall. When the pipes shatter, the first exhaust stream shuts off.

Move Superman through the second exhaust stream, then use the strength handles on the back wall to shut it off.

Switch to Batman and place the charge from his suit into the electricity switch. A nearby panel slides open to reveal two temperature gauges.

There’s a charge switch attached to each of the gauges. Move Superman into position and use his heat vision to raise the temperature of the yellow charge switch.

Move over to the blue charge switch and use Superman’s freeze breath to lower its temperature. After you charge both switches, a robotic arm smashes through a nearby window.

Free Play

Superman Statue 3/3

The last black LEGO Superman statue is located near the charge switches. Use Lex Luthor’s Deconstructor to destroy it.

Free Play

Minikit: LexCorp Security

After you use Lex Luthor’s Deconstructor to destroy all three Superman statues, a minikit appears near the black LEGO door.

After you collect this item, the LexCorp Security character can be purchased for 2,500 studs.

When the window breaks, a security guard appears in the room. Use the bricks under the window to build a grapple handle, then grapple up to the ledge. Clear out the guard and search the ledge for studs and breakable objects. There’s an uncharged electricity switch to the left.

When it’s safe, use Batman to drain the charge from the electricity switch under the window.

Grapple back up to the ledge, move left, and place the charge in the electricity switch. The nearby container slides open to reveal more Kryptonite and the giant Deconstructor begins to power up.

Drop down from the ledge and move back to the Deconstructor. Pull the switch to fire the beam and destroy the black LEGO door. When you’re ready, follow the path to the next area.

Objective 3: Reach Luthor’s Office

LexCorp security guards are waiting in the next room, so clear them out before you explore the area.

When it’s safe, find the electricity switch on the left wall. Use Batman to drain the charge, then move to the right.

Place the charge into the electricity switch across the room to reveal a nearby suit signal. Move Batman onto the signal to equip his Sensor Suit, then follow the wall toward the background.

Move Batman onto the action reticle, then use his Sensor Suit to see through the X-ray wall. Switch to Superman and use the strength handles to align the wires behind the wall.

Move around the steps to find another X-ray wall. Move Superman onto the action reticle and activate his X-ray vision. Switch to Batman and hack the nearby computer console to align the wires behind the wall. After you align both sets of wires, the room’s exit swings open.

Free Play

Red Brick: Red Brick Detector

During Free Play, climb the acrobat wall near the computer terminal.

When you reach the walkway, use the switch on the wall to open the nearby door.

The hidden room contains several heat-sensitive security cameras, laser beams, and Kryptonite beams. The beams switch on if the cameras spot you, so use a character with the stealth ability to sneak through the area. Zigzag down the hall to keep your distance from each camera as you approach the back wall.

When you reach the end of the hall, use the switch to deactivate the security cameras. Once the defenses are down, search the hall for studs and grab the Red Brick from the glass case.

After you collect this item, the Red Brick Detector extra can be purchased for 250,000 studs.

Search the area for additional studs, then climb the steps up to the exit.

Objective 4: Survive the Ambush

When you reach the next room, defend yourself from the LexCorp security guards, then clear out their reinforcements.

When you defeat the fourth LexCorp guard, a LexBot pops out of each of the enemy spawners. After you defeat both robots, four LexCorp heavies appear in the room.

As you battle the LexCorp heavies, watch out for incoming projectiles. Circle the room and deal with each enemy as quickly as possible.

When you defeat the last LexCorp heavy, three flying LexBots enter the room. These troublesome enemies pepper you with ranged attacks while they hover just out of reach. Use Batarangs to sharpshoot them out of the air, then deal with them as you would any other LexBots.

Defeat all three of the flying LexBots to end the battle and trigger a brief cinematic.

Minikit: Superboy

The model city contains four destructible buildings—one on each side of the room.

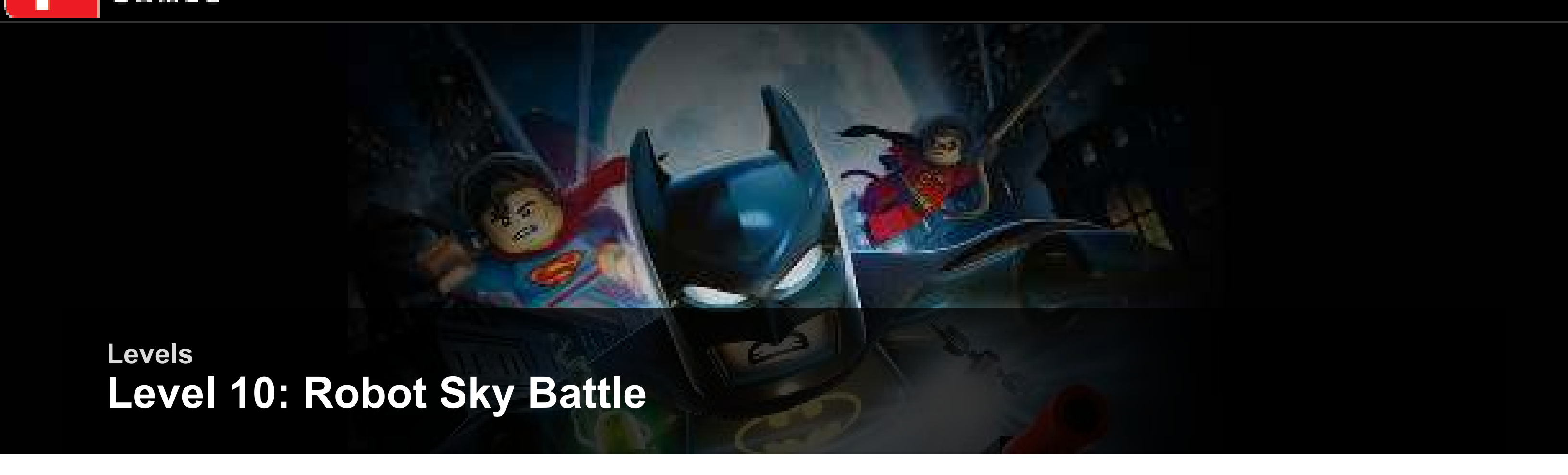
Smash all four buildings to reveal a minikit.

After you collect this item, Superboy can be purchased for 150,000 studs.

When you’re ready, enter the elevator at the back of the room to complete the level.

Attack on LexCorp Story Rewards

- The Robot Sky Battle Story level is available.
- The Attack on LexCorp Free Play level is available.



Levels

Level 10: Robot Sky Battle

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 5,000	DS: 5,000
3DS/PS Vita: 5,000	3DS/PS Vita: 5,000

Stage Collectibles

Item	Mode	Notes
Minikit: Lady Shiva	Story	After you destroy the first helicopter, move toward the background and smash the yellow generator. (DS)
Soundbite #10 - Man Bat	Story	Use Superman’s heat vision to destroy the gold LEGO disk.
Red Brick: Big Heads	Story	Use Superman’s heat vision to destroy the gold LEGO disk.
Minikit: LexCorp Heavy	Story	After you destroy the second helicopter, raise the container out of the grate.
Minikit: Ras Al Ghul	Story	Defeat the LexBot to destroy the enemy spawner.
Minikit: Hawkgirl	Story	Use Superman’s heat vision to destroy the gold LEGO doors past the enemy spawner.
Minikit: Supergirl	Story	Use Superman’s heat vision to destroy the gold LEGO doors past the enemy spawner.
Nintendo 3DS/ PlayStation Vita		
Minikit: Lady Shiva	Story	After you destroy the first helicopter, destroy the LexBots, the nearby spawner detonates and reveals the minikit. (3DS/Vita)

Objective 1: Defeat the First Helicopter

When Lex Luthor and the Joker fly off in a giant robot, Batman and Superman take the fight to the skies. When the level starts, goons start popping out of the nearby hatch. Deal with the enemies as they appear.

Caution

There’s an electrified plate just past the robot’s joint. To avoid electrocution, it’s best not to move beyond the hatch.

When the first helicopter arrives, use Superman’s heat vision to destroy its gold LEGO windscreen.

When you destroy the windscreen, the helicopter spins out of control and destroys the electrified plate. Follow the studs across the hinge to the robot’s next segment.

Minikit: Lady Shiva (DS)

After the electrified plate is destroyed, the yellow generator deactivates.

Smash the generator to reveal a minikit.

After you collect this item, Lady Shiva can be purchased for 80,000 studs.

Minikit: Lady Shiva (3ds/Vita)

With the electrified plate out of the way, make your way across the robot’s leg toward the LexBot spawner. Two LexBots spawn from the device before it finally detonates.

A minikit emerges after the spawner is destroyed!

After collecting this item, Lady Shiva can be purchased for 80,000 studs.

Objective 2: Defeat the Second Helicopter

Move to the right and hop down to the small platform at the center of the robot. Use Superman’s heat vision to destroy the gold LEGO disk on the back wall.

When the disk crumbles, it reveals a pile of bricks and two collectible items.

Soundbite #10 - Man Bat

When you destroy the gold LEGO disk, a soundbite tumbles out of the opening.

After you collect this item, Soundbite #10 - Man-Bat can be purchased for 10,000 studs.

Red Brick: Big Heads

When you destroy the gold LEGO disk, look for the Red Brick inside the compartment.

After you collect this item, the Big Heads extra can be purchased for 5,000,000 studs.

Assemble the bricks to create a suit signal. Move Batman onto the signal to equip his Power Suit, then continue to the right.

Defeat the spider guarding the area, then use one of Batman’s sticky bombs to destroy the electrified silver LEGO plate.

After the plate is destroyed, move toward the foreground and follow the studs across the robot’s joint.

As you approach the grate at the end of the path, another helicopter appears. Use one of Batman’s sticky bombs to destroy its silver LEGO windscreen.

After the explosion, the helicopter spins out of control and destroys the grate. Step onto both of the nearby switches to raise a container out from the opening. When the container reaches the surface, smash it to reveal a pile of bricks and a minikit.

Minikit: LexCorp Heavy

When you smash the container, look for the minikit floating above the pile of bricks.

After you collect this item, the LexCorp Heavy can be purchased for 5,000 studs.

Use the bricks from the container to build a suit signal. Move Batman onto the signal to equip his Electric Suit, then move back across the robot’s joint.

Objective 3: Deactivate the Thrusters

Move straight toward the background until you reach the end of the path. As Batman, veer left and jump onto the electrified panel on the robot’s back.

Use Batman’s Electric Suit to drain the charge from the electricity switch. This cuts the power to the area, but it also activates the nearby enemy spawner. Wait for the LexBot to emerge, then defend yourself from its attacks.

Caution

Stay clear of the LexBot’s spinning attack—the force is enough to knock you right off the giant robot!

Minikit: Ras Al Ghul

After you drain the charge from the electricity switch, the nearby enemy spawner produces a single LexBot. Defend yourself from this troublesome enemy.

When you defeat the LexBot, the enemy spawner crumbles to reveal a minikit.

After you collect this item, Ras Al Ghul can be purchased for 150,000 studs.

After you defeat the LexBot, move to the gold LEGO doors at the end of the path. Use Superman’s heat vision to destroy each of the doors.

Minikit: Hawkgirl

Use Superman’s heat vision to destroy the gold LEGO door on the left and reveal a minikit.

After you collect this item, Hawkgirl can be purchased for 200,000 studs.

Minikit: Supergirl

Use Superman’s heat vision to destroy the gold LEGO door on the right and reveal another minikit.

After you collect this item, Supergirl can be purchased for 150,000 studs.

After you destroy the gold LEGO doors, step into the enclosure. Pull both of the switches to deactivate the thrusters and complete the level.

Robot Sky Battle Story Rewards

- The Gotham Metro Story level is available.
- The Robot Sky Battle Free Play level is available.

Levels

Level 11: Gotham Metro

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 17,500	DS: 20,500
3DS/PS Vita: 17,500	3DS/PS Vita: 20,500

Stage Collectibles

Item	Mode	Notes
Minikit: Man-Bat	Free Play	Use a water jet or liquid cannon to clear the toxic materials from the magnetic walkway. Climb onto the ceiling and pull the switch.
Soundbite #11 - Poison Ivy	Free Play	Use an explosive attack to destroy the silver LEGO padlock near the tracks. Destroy the blue barrels in the enclosure.
Red Brick: ×8 Stud Multiplier	Free Play	Use Poison Ivy to clear the vines from the ladder in the tunnel. Grapple each of the levers to shut down the generator, then pass through the acrobat chute.
Minikit: Killer Croc	Story	Electrocute the giant robot's foot in the tunnels.
Minikit: Clayface	Free Play	Use Green Lantern to manipulate the green LEGO pipe in the Metro Station. Enter the secret area and use Aquaman's water jet to clean the strange puddles.
Minikit: Scarecrow Goon	Free Play	Use Lex Luthor's Deconstructor to destroy the black LEGO patch near the end of the level, then smash the exposed casket.
Minikit: Azrael	Story	Use Batman's grappling hook to destroy the clock in the last area. Build a fan from the bricks, then ride the air current.

Objective 1: Reach the Tracks

After knocking the robot out of the air, Batman and Superman are forced underground. The Metro tunnels offer some protection from Joker's robot, but they're far from safe. While Superman recovers from Kryptonite exposure, the heroes look for a path back to the surface.

Note

In this story level, Superman isn't able to fly or hover.

When the level starts, smash the objects in the center of the room. Use the bricks from the recycling bin to build a second wheel near the X-ray wall.

Move Superman onto the action reticle and use his X-ray vision to see through the wall. Switch to Batman, then move to the wheel left of the X-ray wall. Turn the wheel two times to align the first cluster of wires. Move right and turn the other wheel once to finish the job.

After you align the wires, a nearby sign falls to the ground. Use Batman's grappling hook to latch onto the exposed grapple handle.

After the block slides out from the wall, the shutter door opens to reveal a set of strength handles. Switch to Superman and use the handles to destroy the brick wall. Before you leave, check the area for studs and breakable objects.

Note

Although you can use Superman's heat vision to destroy the gold LEGO fitting on the nearby pipe, it's only necessary to do so in Free Play mode.

Free Play

Minikit: Man-Bat

During Free Play, use a heat attack to destroy the gold LEGO fitting at the base of the pipe. When you do, water spills out of the opening.

Switch to Robin (Hazard Suit) and jump into the water. After the tank fills, use the liquid cannon to clean the toxic waste around the magnetic walkway.

If you've unlocked Aquaman, you can also use his water jet to remove the toxic puddles.

When the puddles are gone, switch to Robin (Magnet Suit) and climb the magnetic walkway. Pull the switch on the ceiling to open a nearby hatch.

Jump down from the walkway to find a minikit on the ground.

After you collect this item, Man-Bat can be purchased for 80,000 studs.

When you're ready, follow the steps to the tracks.

Objective 2: Reach the Metro Station

When you reach the tracks, search the area for studs and breakable objects.

Tip

The platform is packed with benches, pay phones, and posters. Be thorough!

When you're ready, drop down from the platform and follow the tracks to the right.

Two goons are waiting near a silver LEGO padlock. Run in and clear out the enemies, then continue along the tracks.

Free Play

Soundbite #11 - Poison Ivy

During Free Play, use an explosive attack to destroy the silver LEGO padlock.

After the gates swing open, head into the enclosure. Smash the three containers on the ground, then climb the ladder on the back wall.

Destroy the containers on the ledge, then assemble the bricks to create a switch. Pull the switch to lower the platform to the left, then smash the blue barrels to reveal a soundbite.

After you collect this item, Soundbite #11 - Poison Ivy can be purchased for 11,000 studs.

As you continue down the tracks, a subway appears in the tunnel. During a cinematic, Batman and Superman step off of the tracks and wait near a vine-covered ladder. When the cinematic ends, move back onto the tracks and follow the studs to the right.

Free Play

Red Brick: ×8 Stud Multiplier

During Free Play, use Poison Ivy or one of her goons to clear the vines from the ladder.

Climb up the ladder to find a room with a giant generator. An electrical current is blocking the path to an acrobat chute.

Move to the left to trigger a short cinematic, then defend yourself from the heavy goon. After you defeat the enemy, smash the blue barrels near the wall. Move onto the action reticle, then use a properly equipped character to latch onto the grapple handle and pull the giant lever.

Move to the room's right wall to draw a second heavy goon into the room. Defeat the enemy, then smash the nearby containers to reveal another action reticle. Latch onto the grapple handle to pull the second lever and deactivate the generator.

After you shut off the electricity, use an acrobat character to pass through the chute on the back wall. When you exit the chute, look for the Red Brick at the center of the enclosure.

After you collect this item, the ×8 Stud Multiplier extra can be purchased for 4,000,000 studs.

Follow the studs along the tracks to find a cave-in at the end of the tunnel. Approach the rubble to trigger a short cinematic.

During the cinematic, one of the robot's giant feet crashes through the ceiling. Wait for the goons to emerge from the hatch, then move in to confront them.

Tip

Each group of enemies contains at least one thermal goon. These special goons can be recognized by their gray-and-black hazard suits. Thermal goons are immune to heat attacks and freeze attacks, but they're vulnerable to standard strikes and grabs.

When you defeat the first group of enemies, the robot's foot retracts and slams back into the tunnel. The impact exposes pipe on the left wall. Use Superman's heat vision to destroy the pipe's gold LEGO fitting. While the pipe floods the area around the robot's foot, clear out the second group of goons.

When you defeat the batch of enemies, the foot retracts and slams down again. The impact causes a container to drop into the tunnel. After you deal with the third group of enemies, smash the container, then use the bricks to build a set of strength handles.

As Superman, use the strength handles to pry the cover from the electrical box. Pull the exposed switch to electrocute the giant robot's foot.

Minikit: Killer Croc

When you electrocute the robot's foot, it drops a minikit into the water.

After you collect this item, Killer Croc can be purchased for 100,000 studs.

After you electrocute the robot's foot, follow the studs through the water and into the buried subway car.

Objective 3: Exit the Metro Station

After you reach the Metro Station, you must find a way back up to the streets. Search the area to the left for studs and breakable objects, then circle around the station's first platform.

Free Play

Minikit: Clayface

During Free Play, use Green Lantern to manipulate the green LEGO pipe on the station's left wall.

After the new construct smashes into the rubble, follow the trail of studs along the new path.

Use Aquaman's water jet to clean the strange puddles near the wall.

When all of the puddles are gone, a minikit appears on the ground.

After you collect this item, Clayface can be purchased for 50,000 studs.

As you search the area, mole goons start appearing in the area. These goons have no special abilities, so use your preferred tactics to deal with them.

The recycling bin near the back wall is covering an action reticle. After you destroy the remaining objects, use Batman's grappling hook to latch onto the pipe.

After the pipe falls to the ground, use Superman's freeze breath on the resulting waterfall.

Switch back to Batman and climb the frozen waterfall. Collect the studs from the pipe, then grapple over to the next ledge.

When you land, move onto the action reticle near the gold LEGO plate. Use Batman's grappling hook to rip the nearby sign from the wall.

The sign shatters into a pile of bricks. This draws more goons into the station, so be ready to defend yourself. Deal with the enemies, search the rest of the station for breakable objects, then use the bricks from the sign to build a ladder.

Climb up the ladder and use Superman's heat vision to destroy the gold LEGO plate. After the plate crumbles, use the strength handles to tear a hole in the wall.

Smash the container inside the hole, then assemble the bricks to build a suit signal.

Move Batman onto the signal to equip his Power Suit, then drop down to the right. Use a sticky bomb to destroy the subway car's silver LEGO door. When you're ready, hop into the subway car to trigger a short cinematic.

After the cinematic, Batman and Superman are trapped in a small room. Search the area for studs and breakable objects.

Free Play

Minikit: Scarecrow Goon

During Free Play, use Lex Luthor's Deconstructor to destroy the black LEGO patch on the back wall.

Smash the casket inside the opening to reveal a minikit.

After you collect this item, the Scarecrow Goon can be purchased for 5,000 studs.

Use one of Batman's sticky bombs to destroy the silver LEGO bars on the back wall.

After the explosion, switch to Superman and use his heat vision to slice through the red LEGO wall. When you're ready to leave, exit through the newly cut hole.

Objective 4: Escape from the Joker's Robot

After the cinematic, move quickly to dodge the robot's electrical attacks. The reticles on the ground indicate dangerous areas, so take care to avoid them.

Minikit: Azrael

Before you engage the robot, locate the action reticle on the left platform. Use Batman's grappling hook to pull the clock down from the ceiling.

After you grapple onto the clock, switch back to Superman to avoid taking any damage from the robot's attacks.

When the clock shatters, use the bricks to build a large fan. Hop onto the air current and ride it up to find a minikit.

After you collect this item, Azrael can be purchased for 300,000 studs.

Dodge the robot's attacks until the hand curls into a fist, then use Superman's heat vision to destroy one of the three gold LEGO plates on its fingers.

Repeat the process to destroy the remaining gold LEGO plates and expose three sharpshoot targets.

After you destroy all the gold plates, dodge the robot's attacks until it makes another fist. Switch to Batman, then use his Batarangs to sharpshoot at least one of the targets.

Tip

Try to lock onto all three targets, but make sure you throw the Batarang before the robot resumes its attacks!

If you manage to hit all three targets, the fight moves onto the next phase. If you don't complete your task on the first attempt, however, you must wait for another chance to sharpshoot the remaining targets. Either way, the fist sends a powerful shock wave through the tunnel.

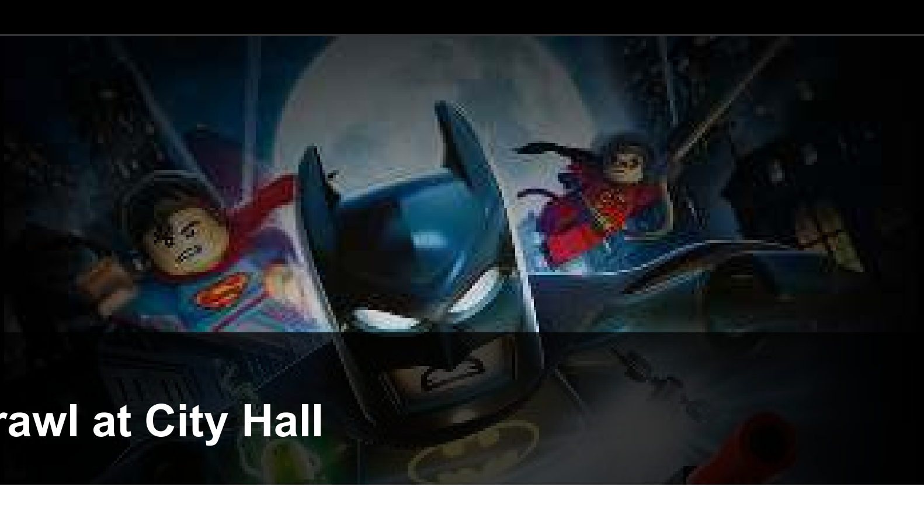
Tip

The shock wave affects only the tracks. To avoid taking damage, return to the platform or switch to Superman before the impact.

When you hit all three of the targets, the panel on the back of the hand slides open to expose a fourth target. Sharpshoot the final target to end the battle and complete the level

Gotham Metro Story Rewards

- The Brawl at City Hall Story level is available.
- The Gotham Metro Free Play level is available.



Levels

Level 12: Brawl at City Hall

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 10,000	DS: 15,000
3DS/PS Vita: 10,000	3DS/PS Vita: 15,000

Stage Collectibles

Item	Mode	Notes
Minikit: Hawkman	Free Play	Use Green Lantern to manipulate the green LEGO planter in front of City Hall. Build and activate the switch to lower the platform, then smash the container.
Minikit: Red Robin	Free Play	Double jump to the ledge left of the steps. Use the The The Flash’s super-speed on the treadmill, then pass through the acrobat chute.
Minikit: Red Hood	Story	Smash the garbage bin in front of City Hall.
Red Brick: ×10 Stud Multiplier	Free Play	Use Lex Luthor’s Deconstructor to destroy the black LEGO crate. Grapple onto the vent cap, extend the acrobat poles, and climb up to the ledge.
Soundbite #12 - Ras Al Ghul	Story	When you reach the building’s clock, drop down to the ledge below you.
Minikit: Deadshot	Story	When you reach the rooftop, smash the four blue crates.
Minikit: Lucius Fox	Free Play	When you reach the rooftop, use The Flash’s super-speed to push the treadmill to its limits.

Objective 1: Climb City Hall

After following the giant robot to City Hall, Batman and Superman go back on the offensive.

When the level starts, move left and collect the studs at the edge of the area.

Free Play

Minikit: Hawkman

During Free Play, use Green Lantern to manipulate the green LEGO planter near the area’s left edge. The new construct smashes a nearby object to create a pile of bricks.

Assemble the bricks to build a switch, then pull the switch to lower a window washer’s platform. Smash the container on the platform to reveal a minikit.

After you collect this item, Hawkman can be purchased for 100,000 studs.

Climb the steps up to the building, then use Superman’s heat vision to destroy the gold LEGO bar blocking the doors.

After the doors swing open, move Batman onto the suit signal to equip his Power Suit.

Free Play

Minikit: Red Robin

During Free Play, use an acrobat character to double jump up to the ledge left of the steps.

Grab the studs along the edge of the platform, then move onto the treadmill. Use The Flash’s super-speed to push the device to its limits. When you activate all three of the treadmill’s lights, a nearby acrobat chute moves toward the ground.

Move toward the foreground and drop down from the ledge, then pass through the lowered acrobat chute.

When you exit the chute, move left to find a minikit.

After you collect this item, Red Robin can be purchased for 200,000 studs.

Head back down the steps and move to the right. After you clear the heavy goons from the area, use Superman’s heat vision to cut through the red LEGO wall.

Use one of Batman’s sticky bombs to destroy the exposed silver LEGO pipes behind the wall.

Use Superman’s freeze breath on the resulting leak. Before you climb the ice wall, however, make sure you explore the area to the right.

Minikit: Red Hood

While you search for studs in front of City Hall, look for the garbage bin near a black LEGO crate.

Smash the bin to reveal a minikit.

After you collect this item, Red Hood can be purchased for 200,000 studs.

Free Play

Red Brick: ×10 Stud Multiplier

During Free Play, use Lex Luthor’s Deconstructor to destroy the black LEGO crate near the right edge of the area.

Once the crate is gone, step onto the action reticle and use a grappling hook to pull the vent cap off the building.

Assemble the bricks from the vent cap, then pull the switch to extend the acrobat poles from the wall. Select an acrobat character, then follow the poles up the front of the building.

When you reach the last acrobat pole, leap to the ledge on the left to find a Red Brick.

After you collect this item, the ×10 Stud Multiplier extra can be purchased for 20,000,000 studs.

After you explore the area, return to the frozen waterfall and climb up to the ledge.

Activate both of the switches to raise a container out of the grate, then smash the container to reveal a build-it crate. Grab the crate, then drop down from the ledge to the right to find a green build-it pad.

Place the crate on the build-it pad, then assemble the bricks to create a switch. Pull the switch to expose a nearby generator. Use Superman’s heat vision to destroy the two gold LEGO brackets that are holding the generator in place.

When the generator shatters, use the bricks to build a suit signal. Move Batman onto the signal to equip his Electric Suit.

Return to the frozen waterfall and climb back up to the ledge, then jump to the large sign to the right. Grab the studs along the base of the sign, then use Batman to climb up the electrified panel.

When you reach the top of the sign, drain the charge from the electricity switch to deactivate the electrified panel. Search for nearby studs while your buddy catches up to you.

Use Superman’s heat vision to destroy the gold LEGO crate on the ledge.

Nintendo 3DS and PlayStation Vita Strategy

Using Superman’s heat vision, destroy the statue’s gold hand, which is resting on the ledge.

Assemble the bricks from the crate to build a set of strength handles, then turn the handles to lower the nearby ladder.

Switch to Batman, then climb up to the ladder. Follow the studs to the left to find a pile of bricks.

Use the bricks to create another electricity switch. Before you charge the switch, investigate the area to the left.

Soundbite #12 - Ras Al Ghul

Move in front of the building’s clock, then drop down from the ledge.

As you fall, steer back toward the building to land near a soundbite.

After you collect this item, Soundbite #12 - Ras Al Ghul can be purchased for 150,000 studs.

Tip

After you collect the soundbite, drop down from the left side of the ledge. When you land, you can grab the studs near the treadmill!

When you’re ready, place the charge from Batman’s Electric Suit into the electricity switch on the top ledge. After the clock’s face shatters, follow the path toward the background.

The next area has two sets of strength handles on the back wall and a container in the corner.

Search the area for studs, then smash the container in the corner. Use the bricks from the container to build a suit signal.

Move Batman onto the signal to equip his Power Suit, then approach the back wall. Turn both sets of strength handles at the same time to expose the silver LEGO panel behind the doors. Use one of Batman’s sticky bombs to destroy the panel, then follow the path to find the Joker’s robot.

Objective 2: Defeat the Joker’s Robot

When you step onto the rooftop, the Joker’s robot begins its electrical attacks. Keep moving to avoid the reticles on the ground, or switch to Superman to ensure that you take no damage. Before you engage to robot, search the rooftop for studs and breakable objects.

Minikit: Deadshot

As you search the rooftop, smash the four blue crates scattered across the area. The first crate is located near the strength handles on the left side of the rooftop.

Two blue crates are near the middle of the rooftop.

The last crate is located near the rooftop’s right edge.

When you smash all four crates, a minikit appears near the center of the rooftop.

After you collect this item, Deadshot can be purchased for 80,000 studs.

Turn the strength handles on the left side of the roof to raise the nearby ladder. Climb up to the platform, then collect the studs from the boards to the left. When you reach the treadmill, drop back down to the rooftop and move to the right.

Free Play

Minikit: Lucius Fox

During Free Play, use The Flash’s super-speed to push the treadmill to the limit. When you activate all three of the treadmill’s lights, a container pops out of a nearby grate.

Jump down from the treadmill and smash the container to reveal a minikit.

After you collect this item, Lucius Fox can be purchased for 10,000 studs.

When you reach the right side of the roof, you’ll find a set of strength handles attached to a crate. You can’t use the crate at this time, so follow the studs up the nearby steps.

Locate the small structure in the back right corner of the rooftop, then use Superman’s heat vision to cut through the red LEGO wall.

Move Batman onto the action reticle and use his grappling hook to pull the block out from the structure. When you do, two silver LEGO containers emerge from the nearby grates.

Use Batman’s sticky bombs to destroy both containers, then switch back to Superman.

Use the bricks from the containers to repair the power coils. When you finish, the coils explode and a nearby panel swings open.

Tip

The robot’s electrical attacks may occasionally interrupt the repairs, but Superman won’t take any damage from the impact.

Move back down the steps, then use the strength handles to slide the crate along its track. When the crate snaps into place, a searchlight appears on either side of the giant robot.

Climb up to the nearest searchlight, then pull the lever to aim the beam at the robot.

Drop down from the platform and move left. Climb the ladder up to the second search light, then pull the lever to aim its beam at the robot.

When both beams are blinding the robot, use Batman’s grappling hook to latch onto the grapple handle on the robot’s chest.

After you yank the grapple handle off the robot, use a Batarang to sharpshoot the exposed target.

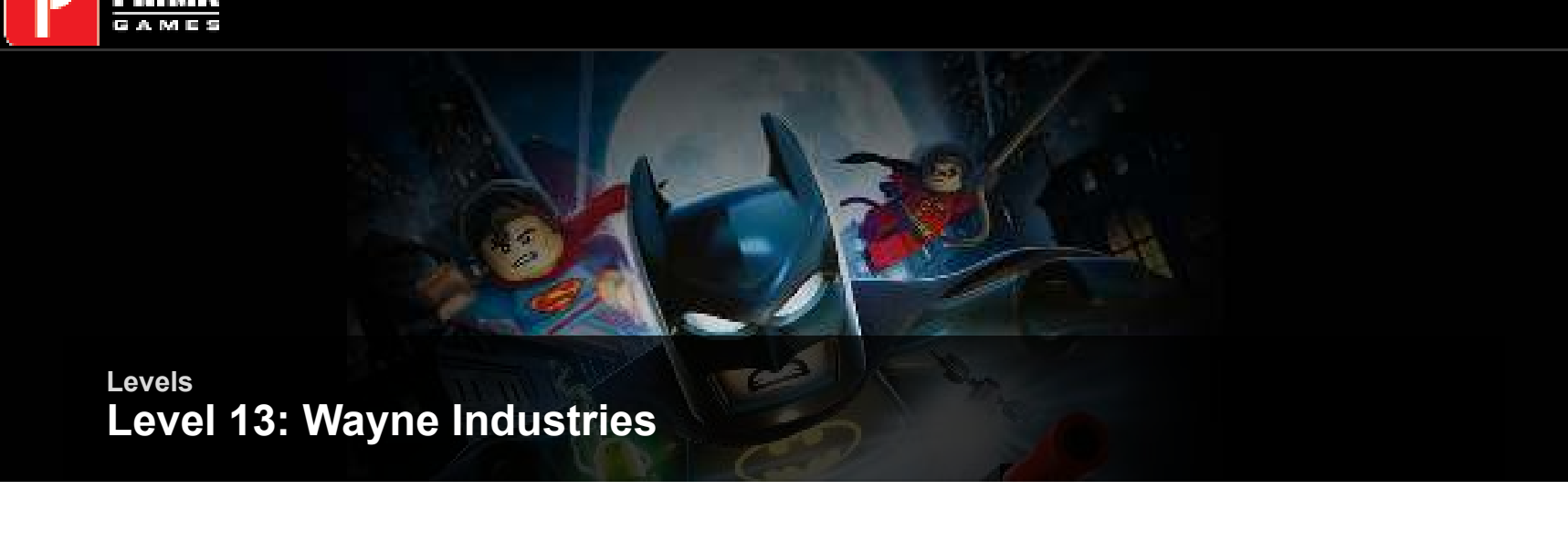
The target spins around and is replaced with a gold LEGO disk. Use Superman’s heat vision to destroy the disc and complete the level.

Tip

If you act too slowly, the robot will smash both of the spotlights. If this happens, simply rebuild the spotlights and make another attempt.

Brawl at City Hall Story Rewards

- The Wayne Industries Story level is available.
- The Brawl at City Hall Free Play level is available.



Levels

Level 13: Wayne Industries

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 15,000	DS: 20,000
3DS/PS Vita: 15,000	3DS/PS Vita: 20,000

Stage Collectibles

Item	Mode	Notes
Minikit: Green Arrow	Story	Smash the desk at the start of the level, then assemble and use the switch. Sharpshoot all three targets with a single Wingding.
Red Brick: Grab Expert	Free Play	Use an explosive attack to destroy the silver LEGO statue near the start of the level.
Minikit: Diana Prince	Free Play	Use Lex Luthor's Deconstructor to destroy the black LEGO crate just past the first magnetic walkway.
Minikit: Two-Face (Classic)	Story	When you step off the elevator, look for the minikit near the wall. (DS)
Minikit: The Joker (Tropical)	Story	When you step off of the elevator, look for the minikit near the wall. (DS)
Soundbite #13 - Scarecrow	Free Play	After you step off the elevator, move toward the back wall. Use a heat attack to destroy the gold LEGO crate in the corner.
Minikit: Cyborg	Story	After you transform the green LEGO coils, activate the exposed switches in the correct order.
Nintedno 3DS/PlayStation Vita		
Minikit: Two-Face (Classic)	Free Play	Use a character with flight ability to access the hidden room and rebuild the giant coin. (3DS/Vita)
Minikit: The Joker (Tropical)	Free Play	Destroy the silver padlock and build the bricks into a treadmill. Have The Flash run on the treadmill, revealing the minkit. (3DS/Vita)

Objective 1: Reach the Elevator

After Joker used his robot's Deconstructor on Wayne Tower, Superman was forced to help hold the building together. With the help of some newly arrived heroes, Batman and Robin head into the crumbling building. When the level starts, Robin and Cyborg come upon a trapped civilian.

Minikit: Green Arrow

Smash the desk along the back wall, then use the bricks to build a switch.

Pull the switch to activate the three panels on the wall. Each panel swings open and closed to expose a sharpshoot target at regular intervals, and all the panels move at different speeds. Ready one of Robin's Wingdings to bring up the sharpshoot reticle, then lock on to all three targets.

Watch the panels to gauge their individual speeds, then release the Wingding to hit all three targets in a single attempt.

When you complete the task, the panels explode and a minikit appears on the floor.

After you collect this item, Green Arrow can be purchased for 200,000 studs.

Search the area for studs and breakable objects, then approach the flames to the left. Use Cyborg's beam to destroy the gold LEGO beam at the base of each pillar.

When you destroy both beams, the ceiling collapses and smothers the flames. The grateful civilian is now free to leave the building. Move across the debris and follow the studs to the left.

Free Play

Red Brick: Grab Expert

During Free Play, use an explosive attack to destroy the silver LEGO statue just past the flames.

When the statue shatters, it leaves a Red Brick in its place.

After you collect this item, the Grab Expert extra can be purchased for 5,000,000 studs.

Search the area for studs, then follow the path to the left. Watch out for the goons hiding behind the rubble. When it's safe, follow the studs toward the background.

Pass through the hole in the back wall, then use Robin's grappling hook to latch onto the container above you.

When the container shatters, use the bricks to build a computer terminal.

Both Robin and Cyborg possess the hacker ability, so use either character to hack the terminal. After the nearby panel flips around, use Cyborg to climb the magnetic walkway.

When you reach the end of the walkway, hop down to the ledge. Use the nearby strength handles to destroy the bars on the back wall.

When you destroy the bars, some gold LEGO debris falls down from the ceiling. Before you deal with the debris, assemble the bricks on the ground to build a grapple handle for Robin.

Move to the left to draw some goons down to the platform. Clear out the enemies, then search the area for studs.

Free Play

Minikit: Diana Prince

During Free Play, use Lex Luthor's Deconstructor to destroy the black LEGO crate at the end of the platform.

When the crate disappears, it leaves a minikit behind.

After you collect this item, Diana Prince can be purchased for 80,000 studs.

When you're ready, return to the gold LEGO debris and use Cyborg's beam to clear it away.

When the debris is gone, use Robin to climb up the acrobat walls.

When you reach the ledge, pull the switch on the back wall to drop a ladder for Cyborg. Move to the foreground, then use the acrobat poles to cross the gap to the left.

When you reach the next ledge, a tremor causes a window washer's platform to drop into range. Switch to Cyborg, then use the swinging platform to move across the gap.

Tip

The magnetic walkway on the next ledge is electrified! Don't touch it until you find a way to cut the power.

Use Cyborg to turn the strength handles and extend the nearby acrobat poles, then switch to Robin and follow the poles to the next ledge.

When you land, approach the switch on the back wall to draw a heavy goon down to the platform. Defeat the enemy, then pull the switch to cut the power to the walkway.

When it's safe, switch to Cyborg and use the magnetic walkway to catch up to your buddy.

When you reach the end of the magnetic walkway, hop down to the ledge and use Cyborg's beam to destroy the gold LEGO bars blocking the elevator.

Head into the elevator and step on one of the switches. When you're buddy triggers the remaining switch, the elevator leaves the area.

Wayne Industries 3DS/Vita Exclusive Scene

Caution

The following are exclusive to the 3DS and Vita platforms.

When Robin and Cyborg arrive on this floor, break objects and pick up studs as you proceed to the right. You're spotted by a LexCorp heavy goon, who then raises an electrified gate. It seems he wants nothing to do with our heroes.

Keep your distance from the strength handles for a moment. Instead, destroy the yellow pipes on the wall to reveal some bricks. Build these into a grapple point that attaches to the side of the red fuse box on the wall.

Switch to Robin and grapple onto the fuse box. Ripping the box from the wall turns off the electricity that was flowing through the gate.

Now that the electrical hazard is a thing of the past, switch back to Cyborg and use his super-strength to tear the gate from its hinges.

The same goon tries to hinder your progress again—this time by detonating charges on the nearby pipes. Stay back from them. Large amounts of toxic gases are pouring from them.

Build the bricks that are near what used to be the gate. Turn the valve that they form to move a slide over the pipe and patch the hole on the left.

Just past the second leak is a red light. Just above that light is a gold LEGO hatch. Use Cyborg's eye laser to destroy it.

Destroying the hatch reveals a target. Hit it with one of Robin's Wingdings to start up a ventilation system that draws the toxic gases into it and away. Robin and Cyborg can now pass safely.

Move to the right and hack the red computer terminal. Successfully hacking the system overrides the lock on the nearby gate.

Pass through the gate and confront the goon that has been harassing you. Let him know that you appreciate the motivation.

Head right to fight another LexCorp heavy goon, then break open the two Wayne boxes to reveal some bricks.

Use these bricks to build two valves. When both heroes turn the valves simultaneously, the panel between them folds down to reveal a magnetic walkway!

Free Play

Minikit: The Joker (Tropical)

While in Free Play, switch to a character with explosives and destroy the silver padlock on the gate to the right.

Pass through the gate and build the nearby pile of bricks into a treadmill. Switch to The Flash and attempt a new land speed record on it!

After your brief run, the generator to the right goes haywire and explodes, destroying the nearby satellite dish and revealing a minikit in the process!

After you collect this item, the Joker (Tropical) can be purchased for 500,000 studs.

Step onto the magnetic walkway with Cyborg and carefully work your way up to the next floor.

There are hazards along the walkway, so take your time and pay close attention to their pattern.

When you arrive on the next floor, pull the nearby lever to open the acrobat chute on the floor below. Now Robin can regroup with you.

Notice the grapple handle that leads through the hole in the ceiling. However, focus on extinguishing the flames nearby first. Use Cyborg's laser eye to destroy the gold LEGO sleeve over the pipe.

The ruptured pipe extinguishes the flames. Now switch to Robin and grapple up to the next floor.

Free Play

Minikit: Two-Face (Classic)

During Free Play, move toward the foreground to step out onto a rickety platform. Switch to a flying character and glide left across the divide.

After landing on the platform, step inside the room and destroy the statue on the right. Build the bricks left behind into one half of a giant coin that falls into the device.

Use an explosive to destroy the silver LEGO statue on the left side. The explosions leave behind more bricks. Build these to make the second half of the giant coin.

Now that the coin has been made whole, pull the device's lever to "flip" the coin.

The coin lands on tails—you lose. Some of Two-Face's goons jump into the room. Beat them down and pull the lever again.

Lady luck doesn't seem to be smiling on you. It's tails again; more goons pour into the room.

Once you've beaten them, pull the lever to flip the coin again. Third time's a charm! The coin lands on heads and crumbles, revealing a minikit!

After you collect this item, Two-Face (Classic) can be purchased for 150,000 studs.

After you ascend through the hole, use the bricks on the left side of the room to build a ladder for Cyborg to climb.

Destroy the gold LEGO gate in the upper right corner of the room to reveal an acrobat chute. Send Robin flying through the chute.

Robin is whisked up to the next floor. Flip the lever in this room to deactivate the electrical charge that was flowing through the magnetic walkway. Now Cyborg can join you again.

Pulling the lever causes some thermal goons to attempt an ambush. After you take out this group, some more thermal goons arrive on the nearby elevator.

Beat down these goons and hop into the elevator to leave the area.

Objective 2: Reach the Top Floor

While Robin and Cyborg were progressing through the building, Batman and Green Lantern were doing the same. After the cinematic, grapple up to the narrow ledge above you, then shuffle to the side so your buddy can follow.

When both heroes are safely on the ledge, the elevator door opens. After the cinematic, drop down and defeat the heavy goon who attempted to ambush you. When it's safe, search the area for studs and breakable objects.

Minikit: Two-Face (Classic)

Two minikits are near the room's left wall.

After you collect the minikit in the foreground, Two-Face (Classic) can be purchased for 150,000 studs.

Minikit: The Joker (Tropical)

Two minikits are near the room's left wall.

After you collect the minikit in the background, The Joker (Tropical) can be purchased for 500,000 studs.

Note

Two Face and The Joker minikits are only found while playing the DS version of the game.

Free Play

Soundbite #13 - Scarecrow

During Free Play, use a heat attack to destroy the gold LEGO crate near the back wall.

When the crate shatters, it leaves a soundbite in its place.

After you collect this item, Soundbite #13 - Scarecrow can be purchased for 13,000 studs.

When you smash the container to the right, it reveals an action reticle. Move Batman onto the reticle and use his grappling hook to pull a container out of the electrified water.

Smash the container to reveal a security keycard, then use it in the console on the back wall.

Two heavy goons attack while a suit signal emerges from the floor. Defend yourself from the enemies, then move Batman onto the signal to equip his Electric Suit.

Move through the water and drain the charge from the electricity switch on the back wall. Doing so removes the electrical hazard from the area and allows the trapped civilian to escape.

After you shut off the power, switch to Green Lantern and move across the water. Use his hover ability to fly across the gap to the right.

When you land, the Joker's robot kicks a hole in the wall. Defend yourself from the attacking spiders, then collect the studs surrounding the nearby pillar.

Use Green Lantern's charged shot to destroy the silver LEGO beam at the base of the pillar. After the explosion, switch to Batman and use the toppled pillar to cross the gap.

Run past the robot's foot, then follow the wall toward the bottom of the screen. Place the charge from Batman's Electric Suit into the electricity switch. When you do, a green LEGO crate slides out from the wall.

Use Green Lantern to transform the green LEGO crate into a giant duster.

When the duster tickles the robot's foot, the struggle causes the ceiling to collapse and creates a path to the next floor. Collect any remaining studs, then move up the ramp to the left.

After you reach the top of the ramp, move to the foreground and run past the electrical coils.

When you reach the end of the path, move toward the back wall. Pull both switches at the same time to power down the coils. When you do, it exposes the coils' green LEGO cores.

Search the area for studs, then use Green Lantern to transform the green LEGO coils into a laser turret.

Pull the switch to activate the laser turret and reveal the green LEGO bricks in the back wall.

Use Green Lantern to transform the green LEGO bricks into a giant weight. When the weight slams down, the impact alters the environment.

Minikit: Cyborg

There's a switch hidden under each of the four coils. When you transform the coils, the switches are exposed. Activate the switches in the correct order to reveal a minikit:

- Step on the switch in the back left corner.
- Step on the switch in the front right corner.
- Step on the switch in the back right corner.
- Step on the switch in the front left corner.

When you complete the sequence, a minikit appears in on the central platform.

After you collect this item, Cyborg can be purchased for 100,000 studs.

Note

If you make a mistake, all of the switches reset. If this happens, return to the first switch and make another attempt.

When you're ready, move back to the right and locate the action reticle on the ramp. Use Batman's grappling hook to pull the glass walkway down from the ledge.

After the walkway shatters, use the bricks to build a fan. Hop onto the air currents and ride up to the ledge.

When you reach the ledge, the Joker's robot smashes through the back wall. Defeat the attacking goons, then move toward the bottom of the screen.

Follow the path to the right. When you reach the wall, use Green Lantern to transform the green LEGO statue into a set of defibrillator paddles.

Nintendo 3DS and PlayStation Vita Strategy

Follow the path to the right until you come to a large silver LEGO statue. Target the statue with Green Lantern's ring. The blast from the ring turns the statue green. Now use Green Lantern to transform the statue into a set of defibrillator paddles.

After the paddles electrocute the robot's hand, they drop back to the floor. Move to the paddles and use the Green Lantern to manipulate them again.

The paddles transform into a slide, allowing the nearby civilian to drop down from the ceiling. After the civilian activates the security console, use the elevator to leave the area.

Objective 3: Defeat the Joker's Robot

When you step off the elevator, the robot appears in the background. Grab the nearby studs, move to the closest pillar.

Take cover behind the pillar to avoid the robot's heat vision.

When the robot finishes its attack, sharpshoot both of its eyes with one of Batman's Batarangs.

Tip

While the robot reacts to the Batarang, search the area for additional studs.

The robot drops some green LEGO bricks on the floor. Use the Green Lantern to transform them into a giant pepper shaker.

The robot sneezes and drops out of sight. Run to the right and the studs near the second pillar. After a moment, the robot's hand reaches into the room.

Nintendo 3DS and PlayStation Vita Strategy

As the robot regains a handhold in the room, some goons rappel down and join the fray. One of them is a heavy goon. Take out the regular goon with a throw before directing your attacks on the remaining enemy.

After the robot grabs the pillar, use Green Lantern to manipulate the green LEGO beam just below the hand. The beam transforms into a generator and electrocutes the robot.

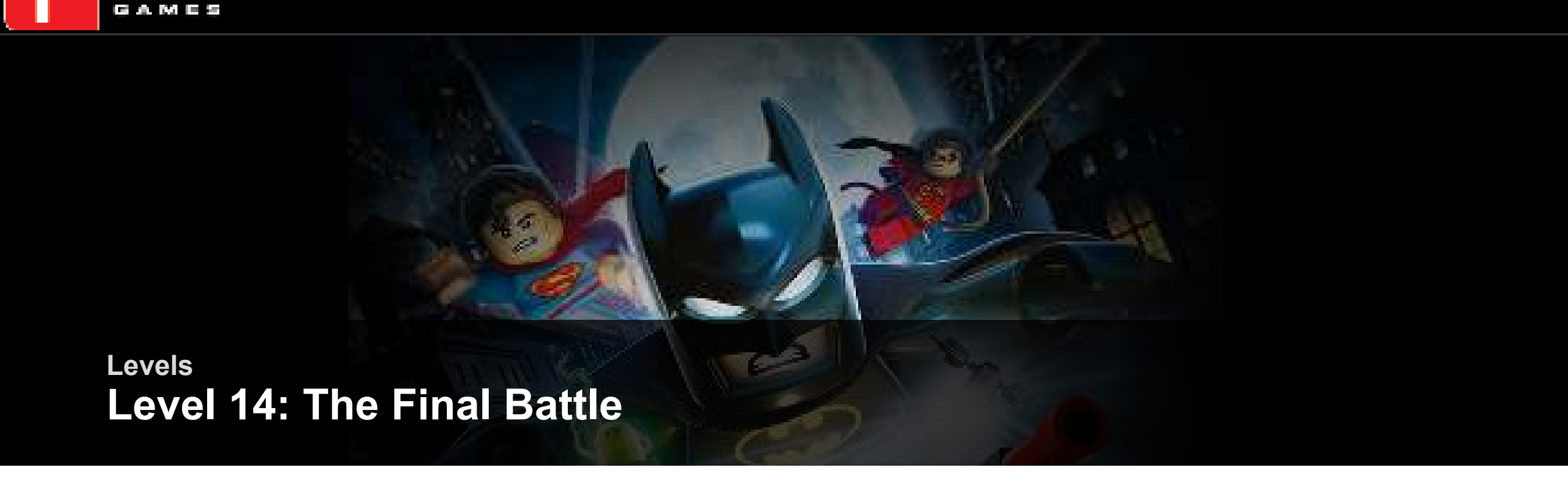
When the robot destroys the pillar, grab the studs, then hurry back to the left. Take cover behind the remaining pillar to avoid the robot's heat vision.

After the attack, use another Batarang to sharpshoot both of the robot's eyes. When the robot drops another pile of green LEGO bricks, use Green Lantern to transform them into a giant boxing glove.

When the boxing glove knocks the robot away, collect the last of the studs. After the robot grabs the remaining pillar, use Green Lantern's charge shot to destroy the silver LEGO beam to defeat the robot and complete the level.

Wayne Industries Story Rewards

- Green Lantern is available for Free Play.
- The Final Battle Story level is available.
- The Wayne Industries Free Play level is available.



Levels

Level 14: The Final Battle

Story Characters

True Hero Stud Requirement:

Story	Free Play
DS: 1,110	DS: 1,110
3DS/PS Vita: 1,110	3DS/PS Vita: 1,110

Stage Collectibles

Item	Mode	Notes
Minikit: Aquaman	Story	Use Superman’s heat vision to destroy the first gold LEGO visor. (DS)
Minikit: Wonder Woman	Story	Use Green Lantern’s charged shot to destroy the first silver LEGO visor. (DS)
Minikit: Joker	Story	Use Superman’s heat vision to destroy the second gold LEGO visor. (DS)
Minikit: Martian Manhunter	Story	Use Green Lantern’s charged shot to destroy the second silver LEGO visor. (DS)
Soundbite #14 - Sinestro	Story	When you destroy the prism, grab the soundbite on the street. (DS)
Red Brick: Super Goons	Story	Build the Deconstructor, then use it to destroy Luthor’s black visor. (DS)
Minikit: The Flash	Story	Build the Deconstructor, then use it to destroy Luthor’s black visor. (DS)
Nintendo 3DS/PlayStation Vita		
Minikit: Aquaman	Story	Pull down the cage on the Joker robot’s left shoulder. (3DS/Vita)
Minikit: Wonder Woman	Story	Use Green Lantern’s charged shot to destroy the silver crate on the left side of the stage. (3DS/Vita)
Minikit: Joker	Free Play	Use Lex Luthor’s Deconstructor to destroy the black LEGO car. (3DS/Vita)
Minikit: Martian Manhunter	Free Play	Use Poison Ivy (or one of her goons) to clear the vines and destroy the box within. (3DS/Vita)
Soundbite #14 - Sinestro	Story	Use a character with sharpshoot skill to hit the target on the Joker robot’s right shoulder. (3DS/Vita)
Red Brick: Super Goons	Free Play	Use Lex Luthor’s Deconstructor to destroy a grate on the Joker robot’s right arm and then have The The Flash run on the treadmill. (3DS/Vita)
Minikit: The Flash	Story	Use heat vision to destroy the Joker robot’s eyes. (3DS/Vita)

Caution

The locations and methods of acquiring the Stage Collectibles vary between the Nintendo DS and Nintendo 3DS/PlayStation Vita platforms. For 3DS/Vita locations, please refer to Objective 2: Disable the Mechanical Suit (3DS/Vita)

Objective 1: Destroy Luthor’s Visors

The Joker’s robot may be down for the count, but Lex Luthor still has a few tricks up his sleeve. For this fight, however, Batman has all the help a hero could want.

Luthor attacks as soon as the opening cinematic ends, so move quickly to dodge his energy bolts. Take cover behind some of the black LEGO debris, or simply outrun each attack.

When Luthor stops firing, Use Superman’s heat vision to destroy the mechanical suit’s gold LEGO visor.

After you destroy the gold visor, Luthor equips a silver LEGO visor and jumps into the air. When he lands, the impact sends a shock wave along the ground.

Tip

Luthor’s shock waves are very hard to dodge. You can use The The The Flash’s super-speed or double jump abilities to avoid each shock wave, but Green Lantern offers a simpler solution. As long as you’re healthy enough to survive the damage, Green Lantern can regenerate your lost hearts.

Each time you destroy one of Luthor’s visors, he drops some studs on the ground. There are very few studs in this level, so make sure you grab them all!

Minikit: Aquaman

When you destroy the mechanical suit’s first gold LEGO visor, a minikit drops to the ground. Wait for Luthor to jump away, then move in to retrieve it.

After you collect this item, Aquaman can be purchased for 100,000 studs.

Dodge Luthor’s next round of attacks, then use Green Lantern’s charged shot to destroy his silver LEGO visor. Luthor equips another gold LEGO visor and jumps into the air.

Minikit: Wonder Woman

When you destroy the mechanical suit’s first silver LEGO visor, a minikit drops to the ground. Wait for Luthor to jump away, then move in to retrieve it.

After you collect this item, Wonder Woman can be purchased for 100,000 studs.

When Luthor lands, dodge the shock wave, then avoid his third round of attacks. When he stops firing, use Superman’s heat vision to destroy the second gold LEGO visor. Luthor equips a second silver LEGO visor and jumps away.

Minikit: The Joker

When you destroy the mechanical suit’s second gold LEGO visor, a minikit drops to the ground. Wait for Luthor to jump away, then move in to retrieve it.

After you collect this item, The Joker can be purchased for 500,000 studs.

Luthor lands, and you must dodge the shock wave, and then avoid his fourth round of attacks. When he stops firing, use Green Lantern’s charged shot to destroy the second silver LEGO visor.

Minikit: Martian Manhunter

When you destroy the mechanical suit’s second silver LEGO visor, a minikit drops to the ground. Wait for Luthor to jump away, then move in to retrieve it.

After you collect this item, Martian Manhunter can be purchased for 200,000 studs.

Nintendo 3DS and PlayStation Vita Strategy

This time, Luthor equips a black LEGO visor and jumps onto the Joker robot wreckage. He’s not about to give up yet. Luthor tosses a prism to the street below, which he uses to reflect his Deconstructor beam.

Objective 2: Disable the Mechanical Suit (3DS/Vita)

Nintendo 3DS and PlayStation Vita Strategy

Now he’s out of reach and there’s only one way to attack Luthor. Three green LEGO bricks are hidden within the Joker robot; you’ll need these to build the weapon necessary to knock Luthor from his perch. Avoid the prism’s beam and move toward the two action reticles on the left side of the street.

Stand on the reticle and switch to a hero with the grapple ability. Press the Action button to grab hold of the handles on the robot’s arm and rip off the panel.

Underneath the panel is a magnetic walkway. Luckily, Cyborg has no problem climbing this. Once on top of the arm, throw the nearby switch.

Throwing the switch causes a panel to open on the robot’s arm, exposing a green LEGO brick that is patched into a circuit.

Switch to Superman and step in front of the circuit panel. Use his heat vision to cut out the green LEGO brick from the circuit.

Now the the brick is removed, use Green Lantern to transform the green LEGO brick into an anvil. Only two more items to go!

Fire a charged blast from Green Lantern’s power ring at the silver teeth inside the Joker robot’s mouth. Inside is another green LEGO brick!

Transform the brick found inside the robot’s mouth. It becomes the handle for a hammer and sets down next to the anvil. Now we just need to build the hammerhead.

Move over to the right side of the street. There is a pair of strength handles on the arm of the Joker robot. Using heroes with super-strength, pull out both handles to reveal another green LEGO brick tied into a circuit.

Cut out the green LEGO brick by using Superman’s heat vision. After the wires are cut, the brick falls from the circuit.

Now switch back to Green Lantern and transform the final green LEGO brick into a hammerhead that attaches to the handle you made earlier. Before using your newly created weapons on Luthor, take a moment to collect the items strewn about the area.

Note

All of the items available in Story mode can be picked up before this point, but it is much easier to do so when the prism is the only danger to worry about.

Minikit: Wonder Woman

On the left side of the street, there is a large silver crate. Destroy it with a charged blast from Green Lantern’s power ring.

A minikit was stashed inside! After you collect this item, Wonder Woman can be purchased for 100,000 studs.

Minikit: Aquaman

Near the right shoulder of the Joker robot are two action reticles. You’ll need two heroes that can grapple to stand on them. Press the Action button while standing on one of the reticles to rip the cage off the shoulder.

Jump into the cavity and snag the minikit! After you collect this item, Aquaman can be purchased for 100,000 studs.

Minikit: The Flash

To obtain this minikit, destroy the golden eyes of the Joker robot with heat vision.

When both eyes have been destroyed, a minikit appears beneath the Joker robot’s head. After you collect this item, The Flash can be purchased for 300,000 studs.

Free Play

Minikit: The Joker

Want to include the Clown Price of Crime in your party?

During Free Play, switch to Lex Luthor and find the car made of black LEGO bricks on the right side of the street.

Deconstruct the car to reveal a minikit. After you collect this item, the Joker can be purchased for only 500,000 studs!

Free Play

Minikit: Martian Manhunter

While in Free Play, move right to find a box wrapped in vines on the street’s edge. Make use of Poison Ivy to release the vines’ grip on the box (her goons have this ability as well).

With the vines out of the way, break the box to reveal the minikit that is hidden inside. After you collect this item, Martian Manhunter can be purchased for 200,000 studs.

Soundbite #14 - Sinestro

On the Joker robot’s left shoulder is a target. Lock on to it and fire a projectile to bring the gate crashing down!

Jump up and grab the soundbite! After you collect this item, Soundbite #14 - Sinestro can be purchased for 14,000 studs!

Free Play

Red Brick: Super Goons

On the left side of the stage, look for a grate on the end of the Joker robot’s arm that is made of black LEGO pieces. Switch to Lex Luthor and fire at the grate with his Deconstructor.

Once the grate has been Deconstructed, switch to The Flash and step inside the cavity that has been revealed. Inside you’ll find a treadmill for The The Flash to run on.

Run on the treadmill. Don’t stop because you have to wait for all four green lights above you to turn red. When all four lights turn red, an explosion happens.

The explosion results in a Red Brick appearing near the treadmill. Pick up this Red Brick to access the Super Goons feature, which can be purchased for 5,000,000 studs!

Objective 2: Disable the Mechanical Suit

With the fourth visor destroyed, Luthor jumps onto the remains of the Joker’s robot. During the cinematic, Luthor tosses a prism into the street and uses it to sweep the area with his Deconstructor beam.

Dodge the Deconstructor beam as it circles the area and destroys the black LEGO debris.

Each time a piece of debris is destroyed, it leaves a green LEGO object in its place. When all of the debris is gone, use Green Lantern to combine the three green objects.

Build the hammer and anvil, and then use Green Lantern to manipulate them. The hammer smashes Luthor’s prism, and the anvil knocks his mechanical suit to the ground.

Soundbite #14 - Sinestro

When the prism is destroyed, it leaves a soundbite in the street.

After you collect this item, Soundbite #14 - Sinestro can be purchased for 14,000 studs.

Objective 3: Defeat Lex Luthor

After Luthor falls to the sidewalk, use the bricks from his mechanical suit to rebuild the Deconstructor.

Although Lex Luthor’s suit is immobile, its weapons still work. Take cover behind the Deconstructor until Luthor stops firing.

Use the Deconstructor to destroy the black LEGO visor on Luthor’s mechanical suit.

Red Brick: Super Goons

When you destroy the black LEGO visor, you automatically collect a Red Brick.

After you collect this item, the Super Goons extra can be purchased for 5,000,000 studs.

Minikit: The Flash

When you destroy the mechanical suit’s black LEGO visor, a minikit drops to the ground.

After you collect this item, The Flash can be purchased for 300,000 studs.

After you destroy the black visor, an action reticle appears near the Deconstructor. Move Batman to the indicated spot, then use his grappling hook to pull Lex Luthor out of his mechanical suit.

The Final Battle Story Rewards

- The Justice League bonus missions are available.
- The Final Battle Free Play level is available.

Checklists

Characters

Characters

Name	Requirements	Cost
Batman	None	N/A
Batman (Electric Suit)	Complete the Arkham Asylum Story level.	N/A
Batman (Power Suit)	Complete the Joker Getaway Story level.	N/A
Batman (Sensor Suit)	Complete the Gotham Theatre Story Level.	N/A
Brainiac	Complete the LexCorp Lobby JLA Bonus mission.	N/A
Deathstroke	Complete the Gotham Metro JLA Bonus mission.	N/A
General Zod	Complete the LexCorp War Room JLA Bonus mission.	N/A
Green Lantern	Complete the Wayne Industries Story level.	N/A
Hush	Complete the Gotham Theatre JLA Bonus mission.	N/A
Robin	None	N/A
Robin (Hazard Suit)	Complete the Arkham Estate Story level.	N/A
Robin (Ice Suit)	Complete the Arkham Asylum Story level.	N/A
Robin (Magnet Suit)	Complete the Joker Getaway Story level.	N/A
Sinestro	Complete the Arkham Nightmare JLA Bonus mission.	N/A
Superman	Complete the Ace Chemicals Story level.	N/A

Checklists

Minikits

Gotham Theatre

Name	Mode	Notes	Cost
The Penguin	Free Play	Use Green Lantern to transform the drums in the music room. Have Poison Ivy clear the vines in the hidden area, then transform the statue into a switch.	100000
The Riddler	Free Play	Use a character with super-strength to destroy the bars past the music room, then smash the crates in the enclosure.	100000
Harley Quinn	Free Play	Use a character with heat vision to cut through the red LEGO wall near the security camera.	100000
Riddler Goon	Free Play	Use any character with a freeze attack to freeze the LEGO waterfall near the lobby entrance. Climb up and break the flowerpot on the balcony.	2500
Bruce Wayne	Free Play	Use Lex Luthor’s Deconstructor to destroy the black LEGO padlock in the lobby, then use an acrobat character to slip through the chute.	20000

Joker Getaway

Name	Mode	Notes	Cost
Killer Moth	Free Play	Use a heat attack to destroy the building’s gold doors, then pull the revealed switch.	50000
Bane	Free Play	Hop off the magnetic walkway to find the gold LEGO gargoyle on the rooftop, then use a heat attack to destroy it.	200000
Robin (Classic Suit)	Free Play	Destroy the silver LEGO gargoyle on the left half of the rooftop.	80000
Tim Drake	Story	Smash all five bunches of Joker balloons.	20000
Joker Goon	Free Play	Use a heat attack to destroy the gold LEGO gate above the park entrance.	2500

Arkham Estate

Name	Mode	Notes	Cost
Asylum Inmate	Free Play	Use Lex Luthor’s Deconstructor on the smooth black wall near the Power Suit signal.	3000
Poison Ivy	Story	Use sticky bombs to destroy all three silver LEGO tanks in the maze.	100000
Catwoman	Story	Destroy the motorcycle near the maze’s exit.	100000
Two-Face Goon	Story	After you grapple up to the balcony, move across the acrobat poles to the right.	2500
Killer Frost	Free Play	When you reach the dam, use a freeze attack on the second waterfall. Climb up to the walkway and use a heat attack to melt the ice to the left.	80000

Arkham Asylum

Name	Mode	Notes	Cost
Asylum Patient	Free Play	Use an acrobat to pass through the chute near the start of the level.	5000
Mad Hatter	Free Play	Use Aquaman to pull the strength handles in the flooded area.	60000
Scarecrow	Free Play	Use heat vision to cut the LEGO wires near the start of the level, then use an explosive attack to destroy the silver door beyond the water.	100000
Mr. Zsasz	Free Play	After you reach Mr. Freeze’s ledge, use the strength handles to open the panel, then use super-flight to reach the minikit.	80000
Mr. Freeze	Free Play	Use a heat attack to destroy the gold LEGO bars in the cell block.	100000

Ace Chemicals

Name	Mode	Notes	Cost
Clark Kent	Free Play	Use a heat attack to destroy the gold LEGO hatch at the start of the level. Ride the current and use Poison Ivy to clear the vines.	20000
Freeze Goon	Story	Use Robin’s Hazard Suit to search the toxic materials past the neutralized chemicals.	3000
Black Mask	Story	Use the Hazard Suit’s liquid cannon to clean the four toxic puddles.	50000
Vicki Vale	Free Play	After the Superman cinematic, use Green Lantern to manipulate the green LEGO pipe. Pull the switch and jump on the fan.	10000
Captain Cold	Story	After you take the lift, assemble the bits near the grate, pull the switch, and use a sticky bomb to destroy the silver LEGO crate.	80000

Juggernaut Chase

Name	Mode	Notes	Cost
Heavy Joker Goon	Story	Complete the vehicle sequence at the start of the level.	3000
Two-Face	Free Play	Use a heat attack to destroy the gold LEGO crate near the security camera.	100000
Katana	Free Play	Use heat vision to cut through the red LEGO wall on the truck’s roof. Enter the room, then place the keycard in the security console. Bounce a laser beam through the prisms to destroy the gold LEGO plates.	80000
LexBot	Story	Drop down the hang bars at the front of the truck.	5000
Black Canary	Story	Collect this item when you climb the magnetic walkway at the end of the level.	100000

The Batcave

Name	Mode	Notes	Cost
Alfred Pennyworth	Story	When the level starts, drop down to the dock and break all four lights.	10000
Batman (Classic Suit)	Free Play	Use a heat attack to destroy the gold LEGO stalagmite. Assemble the electricity switch, then move the charge from the switch to the right.	100000
Batgirl	Story	Extinguish the flames on the last bridge, then smash the nearby container.	100000
Nightwing	Story	Use sticky bombs to destroy all three clusters of silver LEGO bricks in the Batcave’s shaft.	300000
Poison Ivy Goon	Free Play	Use Poison Ivy to control the vines near the exit, then smash the container.	3000

Assault the VTOL

Name	Mode	Notes	Cost
Shazam	Free Play	Use Green Lantern to transform the green LEGO pipe just inside the aircraft. Summon and destroy three containers.	100000
Vixen	Free Play	Pass through the acrobat chute near the first Kryptonite containers.	80000
Commissioner Gordon	Free Play	Use Aquaman’s water jet to fill the tank in the rocket room.	20000
Captain Boomerang	Free Play	Use a stealth character to sneak past the security camera in the rocket room, then sharpshoot the targets in the hidden area.	20000
Talia Al Ghul	Free Play	Use a stealth character to sneak past the security camera in the rocket room. Use Aquaman’s water jet to clear the toxic puddles, then smash the barrels.	100000

Attack on LexCorp

Name	Mode	Notes	Cost
Huntress	Free Play	Pass through the acrobat chute in the reception area, then use heat vision to destroy the red LEGO wall.	100000
Lois Lane	Free Play	Hack the computer terminal in the reception area.	10000
Lex Luthor	Free Play	Pass through the acrobat chute near the Deconstructor, then hack the nearby computer terminal.	500000
LexCorp Security	Free Play	Use Lex Luthor’s Deconstructor to destroy all three black LEGO Superman statues.	5000
Superboy	Story	Smash the four destructible buildings in the model room.	150000

Robot Sky Battle

Name	Mode	Notes	Cost
Lady Shiva	Story	After you destroy the first helicopter, move toward the background and smash the yellow generator. (DS)	80000
LexCorp Heavy	Story	After you destroy the second helicopter, raise the container out of the grate.	5000
Ras Al Ghul	Story	Defeat the LexBot to destroy the enemy spawner.	150000
Hawkgirl	Story	Use Superman’s heat vision to destroy the gold LEGO doors past the enemy spawner.	200000
Supergirl	Story	Use Superman’s heat vision to destroy the gold LEGO doors past the enemy spawner.	150000
Nintendo 3DS/Playstation Vita			
Lady Shiva	Story	After you destroy the first helicopter, destroy the LexBots, the nearby spawner detonates and reveals the minikit. (3DS/Vita)	80000

Gotham Metro

Name	Mode	Notes	Cost
Man-Bat	Free Play	Use a water jet or liquid cannon to clear the toxic materials from the magnetic walkway. Climb onto the ceiling and pull the switch.	80000
Killer Croc	Story	Electrocute the giant robot’s foot in the tunnels.	100000
Clayface	Free Play	Use Green Lantern to manipulate the green LEGO pipe in the Metro Station. Enter the secret area and use Aquaman’s water jet to clean the strange puddles.	50000
Scarecrow Goon	Free Play	Use Lex Luthor’s Deconstructor to destroy the black LEGO patch near the end of the level, then smash the exposed casket.	5000
Azrael	Story	Use Batman’s grappling hook to destroy the clock in the last area. Build a fan from the bits, then ride the air current.	300000

Brawl at City Hall

Name	Mode	Notes	Cost
Hawkman	Free Play	Use Green Lantern to manipulate the green LEGO planter in front of City Hall. Build and activate the switch to lower the platform, then smash the container.	100000
Red Robin	Free Play	Double jump to the ledge left of the steps. Use the Flash’s super-speed on the treadmill, then pass through the acrobat chute.	200000
Red Hood	Story	Smash the garbage bin in front of City Hall.	200000
Deadshot	Story	When you reach the rooftop, smash the four blue crates.	80000
Lucius Fox	Free Play	When you reach the rooftop, use Flash’s super-speed to push the treadmill to its limits.	10000

Wayne Industries

Name	Mode	Notes	Cost
Green Arrow	Story	Smash the desk at the start of the level, then assemble and use the switch. Sharpshoot all three targets with a single Wingding.	200000
Diana Prince	Free Play	Use Lex Luthor’s Deconstructor to destroy the black LEGO crate just past the first magnetic walkway.	80000
Two-Face (Classic)	Story	When you step off the elevator, look for the minikit near the wall. (DS)	150000
The Joker (Tropical)	Story	When you step off of the elevator, look for the minikit near the wall. (DS)	500000
Cyborg	Story	After you transform the green LEGO coils, activate the exposed switches in the correct order.	100000
Nintendo 3DS/Playstation Vita			
Two-Face (Classic)	Free Play	Use a character with flight ability to access the hidden room and rebuild the giant coin. (3DS/Vita)	150000
The Joker (Tropical)	Free Play	Destroy the silver padlock and build the bricks into a treadmill. Have The Flash run on the treadmill, revealing the minikit. (3DS/Vita)	500000

The Final Battle

Name	Mode	Notes	Cost
Aquaman	Story	Use Superman’s heat vision to destroy the first gold LEGO visor. (DS)	100000
Wonder Woman	Story	Use Green Lantern’s charged shot to destroy the first silver LEGO visor. (DS)	100000
Joker	Story	Use Superman’s heat vision to destroy the second gold LEGO visor. (DS)	500000
Martian Manhunter	Story	Use Green Lantern’s charged shot to destroy the second silver LEGO visor. (DS)	200000
The Flash	Story	Build the Deconstructor, then use it to destroy Luthor’s black visor. (DS)	300000
Nintendo 3DS/Playstation Vita			
Aquaman	Story	Pull down the cage on the Joker robot’s left shoulder. (3DS/Vita)	100000
Wonder Woman	Story	Use Green Lantern’s charged shot to destroy the silver crate on the left side of the stage. (3DS/Vita)	100000
Joker	Free Play	Use Lex Luthor’s Deconstructor to destroy the black LEGO car. (3DS/Vita)	500000
Martian Manhunter	Free Play	Use Poison Ivy (or one of her goons) to clear the vines and destroy the box within. (3DS/Vita)	200000
The Flash	Story	Use heat vision to destroy the Joker robot’s eyes. (3DS/Vita)	300000

Checklists

Red Bricks

Name	Level	Mode	Notes	Cost
×4 Stud Multiplier	Gotham Theatre	Free Play	Use explosive attacks to destroy the four silver LEGO tables near the Batboat.	300000
Stud Magnet	Joker Getaway	Story	Destroy the nine small gargoyles around the building's exterior.	5,000,000
Fast Build	Arkham Estate	Free Play	Use a heat attack to destroy the gold LEGO gate in the maze. Navigate the electrified panels and slip through the acrobat chute.	5,000,000
×6 Stud Multiplier	Arkham Asylum	Free Play	Pass through the acrobat chute in the Mad Hatter's room and destroy the container in the hidden area.	800000
×2 Stud Multiplier	Ace Chemicals	Story	Collect this item when you step onto the lift.	100000
Regenerate Hearts	Juggernaut Chase	Free Play	Use a heat attack to destroy the gold LEGO panel near the Joker's device. Pass through the acrobat chute and activate the switches.	200000
Detect Minikit	The Batcave	Free Play	Use Green Lantern to manipulate the cluster of green LEGO bricks in the shaft.	250000
Invincibility	Assault the VTOL	Free Play	Hack the terminal in the rocket room, then use Cyborg or Martian Manhunter to destroy the gold LEGO plates in the hidden area.	20,000,000
Red Brick Detector	Attack on LexCorp	Free Play	Climb the acrobat wall near the computer terminal and pull the switch at the top. Enter the hidden room and use stealth to reach the switch past the security cameras.	250000
Big Heads	Robot Sky Battle	Story	Use Superman's heat vision to destroy the gold LEGO disk.	5,000,000
×8 Stud Multiplier	Gotham Metro	Free Play	Use Poison Ivy to clear the vines from the ladder in the tunnel. Grapple each of the levers to shut down the generator, then pass through the acrobat chute.	4,000,000
×10 Stud Multiplier	Brawl at City Hall	Free Play	Use Lex Luthor's Deconstructor to destroy the black LEGO crate. Grapple onto the vent cap, extend the acrobat poles, and climb up to the ledge.	20,000,000
Grab Expert	Wayne Industries	Free Play	Use an explosive attack to destroy the silver LEGO statue near the start of the level.	5,000,000
Super Goons	The Final Battle	Story	Build the Deconstructor, then use it to destroy Luthor's black visor. (DS)	5,000,000
Nintendo 3DS/Playstation Vita				
Super Goons	The Final Battle	Free Play	Use Lex Luthor's Deconstructor to destroy a grate on the Joker robot's right arm and then have The The Flash run on the treadmill. (3DS/Vita)	5,000,000

Checklists

Soundbites

Name	Level	Mode	Notes	Cost
Soundbite #1 - Bane	Gotham Theatre	Story	Smash the harp in front of the stage.	1000
Soundbite #2 - Captain Boomerang	Joker Getaway	Free Play	Use a heat attack to destroy the gold LEGO billboard on the lot's left side.	2000
Soundbite #3 - Clayface	Arkham Estate	Free Play	Use Flash's super-speed on the treadmill in the maze. Capture the soundbite before it disappears.	3000
Soundbite #4 - General Zod	Arkham Asylum	Free Play	Use Green Lantern to manipulate the green LEGO pipe in the cell block, then solve the puzzle in the Riddler's cell.	4000
Soundbite #5 - Harley Quinn	Ace Chemicals	Story	Smash the green tanks near the start of the level.	5000
Soundbite #6 - Hush	Juggernaut Chase	Free Play	After you reach the truck's roof, use The Flash's super-speed on the treadmill. Drop down through the hole to the left and destroy the containers.	6000
Soundbite #7 - Killer Croc	The Batcave	Free Play	Use a character with the sink ability to search underwater.	7000
Soundbite #8 - Killer Moth	Assault the VTOL	Free Play	Use an explosive attack to destroy the silver LEGO wheel just inside the aircraft.	8000
Soundbite #9 - Mad Hatter	Attack on LexCorp	Free Play	Pass through the acrobat chute in the reception area, then sharpshoot the three targets on the LexCorp logo.	9000
Soundbite #10 - Man-Bat	Robot Sky Battle	Story	Use Superman's heat vision to destroy the gold LEGO disk.	10000
Soundbite #11 - Poison Ivy	Gotham Metro	Free Play	Use an explosive attack to destroy the silver LEGO padlock near the tracks. Destroy the blue barrels in the enclosure.	11000
Soundbite #12 - Ras al Ghul	Brawl at City Hall	Story	When you reach the building's clock, drop down to the ledge below you.	12000
Soundbite #13 - Scarecrow	Wayne Industries	Free Play	After you step off the elevator, move toward the back wall. Use a heat attack to destroy the gold LEGO crate in the corner.	13000
Soundbite #14 - Sinestro	The Final Battle	Story	When you destroy the prism, grab the soundbite on the street. (DS)	14000
Nintendo 3DS/Playstation Vita				
Soundbite #14 - Sinestro	The Final Battle	Story	Use a character with sharpshoot skill to hit the target on the Joker robot's right shoulder. (3DS/Vita)	14000

Checklists

Hints

Name	Hint Text
Man in Black	Lex Luthor is the only character with the Deconstructor. This removes black LEGO parts in Free Play.
One with Nature	Only Poison Ivy and her goons can remove LEGO vines.
Speed of Light	The Flash can run faster than anyone else. Use this ability to run rings around enemies and speed through levels.
World’s Greatest Detector	A special LEGO Red Brick allows you to find where other collectables are hidden.
Last Son of Krypton	Some hidden areas are blocked off by Kryptonite, meaning Kryptonian characters cannot use their powers.
From the Depths	Aquaman is the only hero who can use a water jet without needing a water source nearby.
Quick Spin	Holding down the Jump button will allow you to quickly hop between acrobat poles.
Quite a Shock	The Joker has an electric buzzer, which charges electric switches without needing to move electricity from another switch.
Counter Productive	If another enemy attacks you while holding an enemy, press the Action button to counterattack them while they run toward you.
Mind over Matter	Some characters can use mind control by holding the Action button. This lets you stun enemies and defeat them quickly!

Note

Each hint costs 500 studs to unlock. All hints are available for purchase from the start of the game.

Checklists

Ability Packs

Name	Unlock Criteria
Hazard Pack	Unlock Green Lantern
Demolition Pack	Unlock Bane
Speedster Pack	Unlock Nightwing and The Flash
Ninja Pack	Unlock Nightwing and Deathstroke
Archery Pack	Unlock Green Arrow and Black Canary
Justice Pack	Unlock Green Lantern
Brawler Pack	Unlock Green Lantern, Commissioner Gordon, and the Joker

Checklists

Other Characters

Name	Key Abilities	Unlock Criteria	Cost
Alfred Pennyworth	None	The Batcave minikit	10000
Aquaman	Super-strength, sink, water jet, explosive attack, sharpshoot	The Final Battle minikit	100000
Asylum Inmate	None	Arkham Estate minikit	3000
Asylum Patient	Acrobat	Arkham Asylum minikit	5000
Azrael	Super-strength, flame gun, glide	Gotham Metro minikit	300000
Bane	Super-strength	Joker Getaway minikit	200000
Batgirl	Hacker, grappling hook, sharpshoot, acrobat, glide	The Batcave minikit	100000
Batman	Grappling hook, sharpshoot, glide	None (default character)	None
Batman (Classic Suit)	Grappling hook, sharpshoot, glide	The Batcave minikit	100000
Batman (Electric Suit)	Grappling hook, sharpshoot, glide, electro suit, electricity immunity	Complete the Arkham Asylum Story level	None
Batman (Power Suit)	Super-strength, explosive attack, grappling hook, sharpshoot	Complete the Joker Getaway Story level	None
Batman (Sensor Suit)	X-ray vision, stealth, hacker, grappling hook, glide	Complete the Gotham Theatre Story level	None
Black Canary	Confuse, grappling hook, acrobat	Juggernaut Chase minikit	100000
Black Mask	Explosive attack, grappling hook, sharpshoot	Ace Chemicals minikit	50000
Brainiac	X-ray vision, super-strength, hacker, magnetic walk, mind control, explosive attack, sharpshoot, flight, multiple immunities	Complete the LexCorp Lobby JLA bonus mission	None
Bruce Wayne	None	Gotham Theatre minikit	20000
Captain Boomerang	Grappling hook, sharpshoot	Assault the VTOL minikit	20000
Captain Cold	Freeze attack, sharpshoot	Ace Chemicals minikit	80000
Catwoman	Stealth, hacker, acrobat	Arkham Estate minikit	100000
Clark Kent	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity	Ace Chemicals minikit	20000
Clayface	Super-strength	Gotham Metro minikit	50000
Commissioner Gordon	None	Assault the VTOL minikit	20000
Cyborg	X-ray vision, super-strength, heat vision, hacker, magnetic walk	Wayne Industries minikit	100000
Deadshot	Stealth, grappling hook, sharpshoot, acrobat	Brawl at City Hall minikit	80000
Deathstroke	Stealth, hacker, acrobat, grappling hook, sharpshoot, acrobat	Complete the Gotham Metro JLA bonus mission	None
Diana Prince	Super-strength, regenerate health, acrobat, hover	Wayne Industries minikit	80000
The Flash	Super-speed, fast build, sharpshoot, acrobat	The Final Battle minikit	300000
Freeze Goon	Freeze attack, grappling hook, sharpshoot, freeze immunity	Ace Chemicals minikit	3000
General Zod	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity	Complete the LexCorp War Room JLA bonus mission	None
Green Arrow	Stealth, charged shot, sharpshoot, grappling hook, acrobat	Wayne Industries minikit	200000
Green Lantern	X-ray vision, super-strength, green power ring, charged shot, sharpshoot, hover	Complete the Wayne Industries story level	None
Harley Quinn	Sharpshoot, acrobat	Gotham Theatre minikit	100000
Hawkgirl	Super-strength, regenerate health, sharpshoot, hover, multiple immunities	Robot Sky Battle minikit	200000
Hawkman	Super-strength, regenerate health, sharpshoot, hover, multiple immunities	Brawl at City Hall minikit	100000
Heavy Joker Goon	Grappling hook, sharpshoot	Juggernaut Chase minikit	3000
Huntress	Stealth, grappling hook, sharpshoot	Attack on LexCorp minikit	100000
Hush	Sticky bomb, grappling hook, sharpshoot	Complete the Gotham Theatre JLA bonus mission	None
The Joker	Sticky Bomb, grappling hook, sharpshoot, Joker buzzer	The Final Battle minikit	500000
The Joker (Tropical)	Sticky Bomb, grappling hook, sharpshoot, Joker buzzer	Wayne Industries minikit	500000
Joker Goon	Grappling hook, sharpshoot	Joker Getaway minikit	2500
Katana	Stealth, sharpshoot, acrobat	Juggernaut Chase minikit	80000
Killer Croc	Super-strength, sink, toxic immunity	Gotham Metro minikit	100000
Killer Frost	Freeze cannon, sharpshoot, acrobat, freeze immunity	Arkham Estate minikit	80000
Killer Moth	Super-strength, sticky bomb, grappling hook, sharpshoot, hover	Joker Getaway minikit	50000
Lady Shiva	Stealth, grappling hook, sharpshoot, acrobat	Robot Sky Battle minikit	80000
Lex Luthor	Hacker, Deconstructor, grappling hook, sharpshoot	Attack on LexCorp minikit	500000
LexBot	Sink, sharpshoot, multiple immunities	Juggernaut Chase minikit	5000
LexCorp Heavy	Sticky bomb, sharpshoot	Robot Sky Battle minikit	5000
LexCorp Security	Sharpshoot	Attack on LexCorp minikit	5000
Lois Lane	Pepper spray, acrobat	Attack on LexCorp minikit	10000
Lucius Fox	Hacker, sticky bomb	Brawl at City Hall minikit	10000
Mad Hatter	Mind control, sharpshoot	Arkham Asylum minikit	60000
Man-Bat	Super-strength, confuse, hover	Gotham Metro minikit	80000
Martian Manhunter	X-ray vision, super-strength, mind control, regenerate health, heat vision, hover, multiple immunities	The Final Battle minikit	200000
Mr. Freeze	Super-strength, hacker, freeze cannon, sharpshoot, freeze immunity	Arkham Asylum minikit	100000
Mr. Zsasz	Stealth, hacker, grappling hook	Arkham Asylum minikit	80000
Nightwing	Stealth, hacker, grappling hook, sharpshoot, acrobat	The Batcave minikit	300000
The Penguin	Penguin bomb, sharpshoot, glide	Gotham Theatre minikit	100000
Poison Ivy	Plant control, mind control, acrobat, toxic immunity	Arkham Estate minikit	100000
Poison Ivy Goon	Plant control, toxic immunity	The Batcave minikit	3000
Ras Al Ghul	Stealth, regenerate health, sharpshoot, acrobat	Robot Sky Battle minikit	150000
Red Hood	Hacker, sticky bomb, grappling hook, sharpshoot, acrobat	Brawl at City Hall minikit	200000
Red Robin	Hacker, grappling hook, sharpshoot, acrobat	Brawl at City Hall minikit	200000
The Riddler	Hacker, confuse, grappling hook, sharpshoot	Gotham Theatre minikit	100000
Riddler Goon	Grappling hook, sharpshoot	Gotham Theatre minikit	2500
Robin	Hacker, grappling hook, sharpshoot, acrobat	None (default character)	None
Robin (Classic Suit)	Hacker, grappling hook, sharpshoot, acrobat	Joker Getaway minikit	80000
Robin (Hazard Suit)	Hacker, liquid cannon, sink, grappling hook, sharpshoot, toxic immunity	Complete the Arkham Estate Story level	None
Robin (Ice Suit)	Hacker, freeze cannon, grappling hook, sharpshoot, freeze immunity	Complete the Arkham Asylum Story level	None
Robin (Magnet Suit)	Hacker, magnetic walk, stud magnet, grappling hook, sharpshoot	Complete the Joker Getaway Story level	None
Scarecrow	Mind control, toxic immunity	Arkham Asylum minikit	100000
Scarecrow Goon	Sharpshoot	Gotham Metro minikit	5000
Shazam	Super-strength, freeze attack, flight, damage immunity	Assault the VTOL minikit	100000
Sinestro	X-ray vision, super-strength, regenerate health, sharpshoot, hover	Complete the Arkham Nightmare JLA bonus mission	None
Superboy	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity	Attack on LexCorp minikit	150000
Supergirl	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity	Robot Sky Battle minikit	150000
Superman	X-ray vision, super-strength, freeze breath, heat vision, flight, damage immunity	Complete the Ace Chemicals Story level	None
Talia Al Ghul	Stealth, regenerate health, sharpshoot, acrobat	Assault the VTOL minikit	100000
Tim Drake	Hacker, acrobat	Joker Getaway minikit	20000
Two-Face	Sticky bomb, grappling hook, sharpshoot	Juggernaut Chase minikit	100000
Two-Face (Classic)	Sticky bomb, grappling hook, sharpshoot	Wayne Industries minikit	150000
Two-Face Goon	Sticky bomb, grappling hook, sharpshoot	Arkham Estate minikit	2500
Vicki Vale	Pepper spray, acrobat	Ace Chemicals minikit	10000
Vixen	Stealth, super-strength, whip, acrobat	Assault the VTOL minikit	80000
Wonder Woman	Super-strength, regenerate health, lasso, sharpshoot, acrobat, hover	The Final Battle minikit	100000

Trophies

PlayStation Vita Trophies

Completing the following actions during your *LEGO Batman 2* adventures to earn trophies for your heroic feats!

Name	Requirement	Trophy Type
Complete Hero	Collect all trophies.	Platinum
Open Mic Knight	Complete Gotham Theatre.	Bronze
The Joke's on you!	Complete The Joker Getaway.	Bronze
A-maze-ing Chase	Complete Arkham Estate.	Bronze
Dishonourably Discharged!	Complete Arkham Asylum.	Bronze
A Winning Formula	Complete ACE Chemicals.	Bronze
Road to Ruin	Complete Juggernaut Chase.	Bronze
Deconstructive Criticism	Complete The Batcave.	Bronze
Flying Lessons	Complete Assault the VTOL.	Bronze
Behind Enemy Lines	Complete Attack on LexCorp.	Bronze
Frequent Flyer	Complete Robot Sky Battle.	Bronze
Hero in Train-ing	Complete Gotham Metro.	Bronze
Double-crossed!	Complete Brawl at City Hall.	Bronze
Hostile Takeover	Complete Wayne Industries.	Bronze
Justice League, Assemble!	Complete The Final Battle.	Bronze
The Big Brick Theory	Create your first character in the Character Customizer.	Bronze
Bane of my Life	Take down Batman with Bane (single-player only).	Bronze
All Change!	Swap characters using Super Free Play.	Silver
Sound Advice	Collect all the Sound Bite tokens.	Silver
Call Shotgun	Stun an enemy using Commissioner Gordon's trusty weapon and finish them (single-player only).	Silver
Taking the Plunge	Help an enemy off a ledge in Wayne Industries.	Silver
Siamese Bat	As Catwoman, use the Stealth Takedown ability to attack Batman (single-player only).	Silver
Batter Up!	Using the Batman glide ability, spend five seconds or more in the air.	Silver
True Hero	Achieve a True Hero stud total.	Silver
Starter Pack	Unlock all the Ability packs for the Character Customizer.	Silver
Brick by Brick	Collect all the Red Bricks.	Silver
Super Friends	Collect all the hero characters.	Gold
Bad Influence	Collect all the villain characters.	Gold
Happy Daze	Stun 100 enemies.	Gold
Unbreakable	Finish a level without losing all of your hearts.	Gold
MVP	Complete every arena in Justice League Mode.	Gold
Justice is Served	Win gold in every arena in Justice League Mode.	Gold